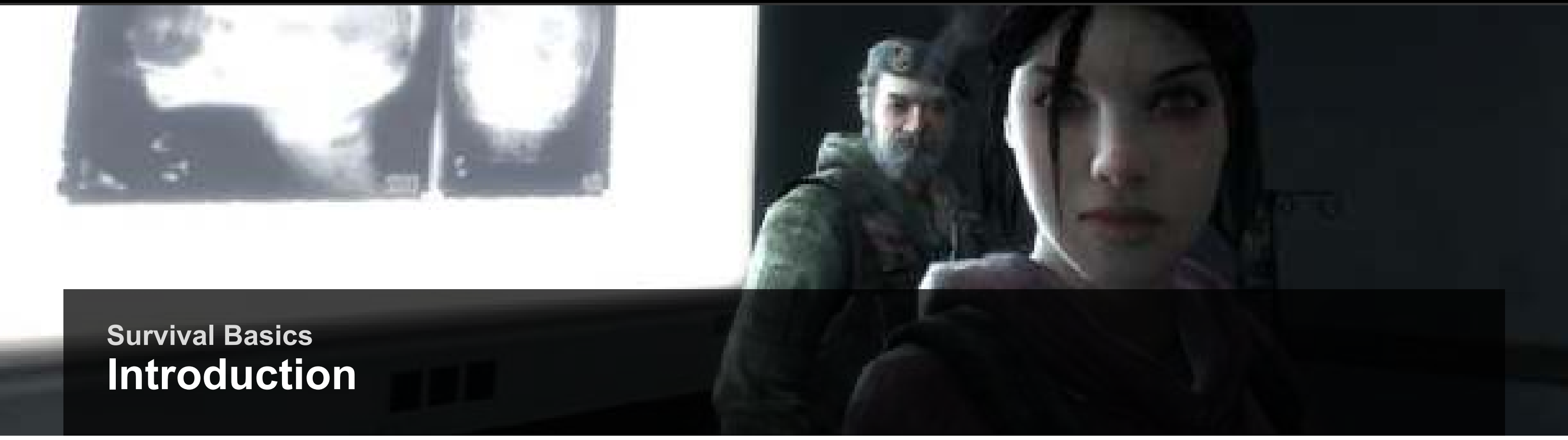


Survival Basics

Introduction

When the dead first started rising and attacking the living, reports were largely suppressed out of fear that the truth would lead to widespread panic.

As a result, most citizens were completely unaware of the horrific incidents happening around them. But what started out with a few isolated cases quickly spread into a full-scale epidemic - an epidemic that couldn't be ignored or covered up.

Quarantines were established and evacuation orders were issued, but the infection spread spread faster than the government and military could respond.

Soon, entire cities and regions were overrun with the infected. The root cause of the outbreak appears to be a virus or infection that causes the death and reanimation of affected individuals.

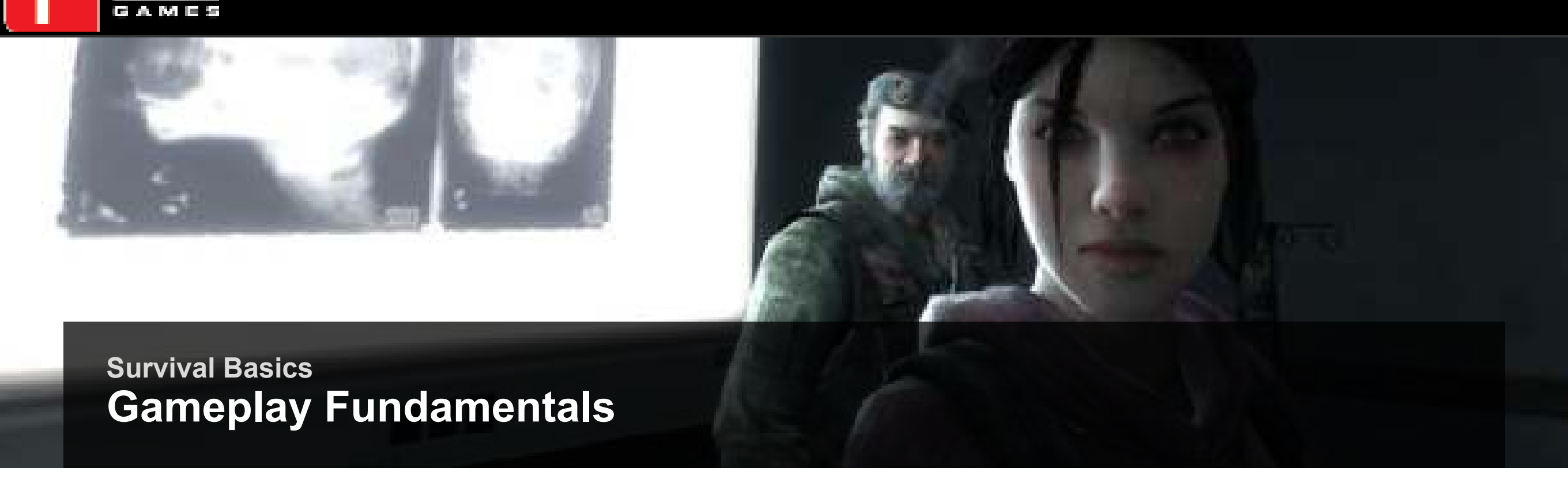
Upon reanimation, corpses retain the same motor skills as a normal living human but lack all cognitive functions and reasoning.

As a result, the undead seem to have only one purpose: to attack and kill the living. There is no cure for the infection. The only hope is to escape it and the thousands of zombies who have succumbed to it.

This guide is filled with vital information to help you and your teammates survive the zombie apocalypse in *Left 4 Dead* .

Included are proven and field-tested zombie-countering tactics with an emphasis on teamwork - a crucial component to any successful escape attempt.

Later in the guide, all four movies are covered in-depth, including detailed maps illustrating the quickest path form one safe house to the next. So set aside your shotgun and read up. The information in this guide could save your life and those of your teammates.



Survival Basics

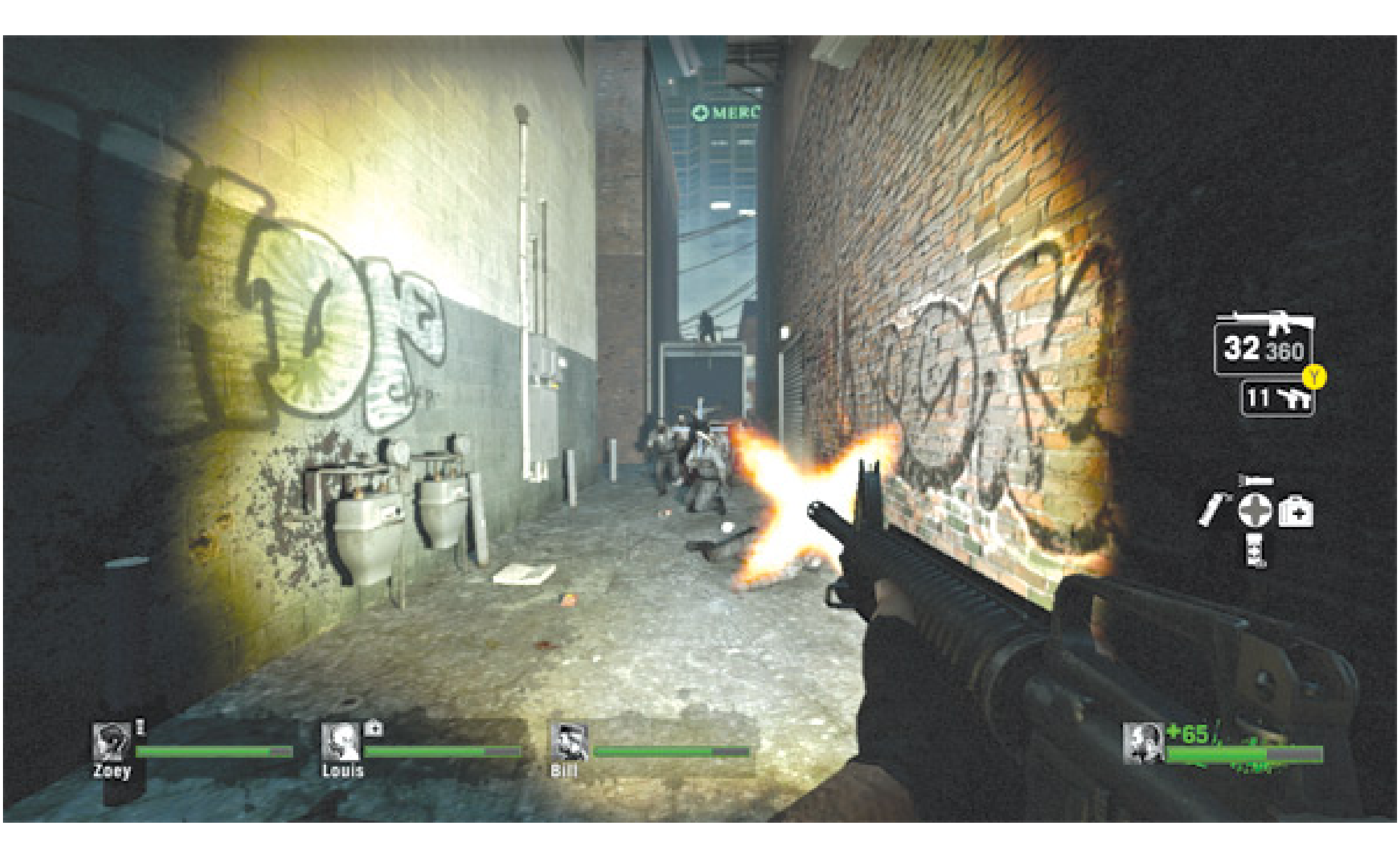
Gameplay Fundamentals

In terms of physical gameplay, *Left 4 Dead* plays similarly to other first-person shooters, but there are some minor differences in the control scheme and health system that you should be aware of before jumping into action.

Default Controls

Action	Xbox 360	PC
Move	Left Stick	W, S, A, D
Aim/Look	Right Stick	Mouse
Jump	A	Space
Reload	B	R
Use	X	E
Cycle Weapons	Y	Mouse Wheel
Fire/Special Attack	RT	Mouse Button 1
Melee	LT	Mouse Button 2
Crouch	LB	*Left Ctrl*
180-Degree Spin	RB	N/A
Flashlight	D Pad Up	F
Molotov/Pipe Bomb	D Pad Left	Mouse Wheel
First Aid Kit	D Pad Right	Mouse Wheel
Pills	D Pad Down	Mouse Wheel
Sniper Rifle Zoom	Right Stick Click	Mouse Button 3
Vocalize	Left Stick Click	K
Main Menu/Vote Yes	Start	1
Status Screen/Vote No	Back	2

Interface



Aiming Reticle: This crosshair icon is superimposed on the HUD and shows where your weapon is aiming—place the icon over a target to shoot it. The size of the reticle differs based on the weapon currently selected, indicating accuracy.

Rifles are more accurate than shotguns and thus have a tighter reticle. The reticle also expands during movement and as a result of recoil, indicating a decrease in accuracy.

For optimal accuracy, fire from a stationary position, preferably while crouched, and go easy on the trigger when firing automatic weapons.

Avatar Portrait: This image shows which survivor you're playing as: Bill, Francis, Louis, or Zoey.

Health Bar: This bar indicates how much health your character has. If the bar is green, your character is healthy, but if the bar is orange or red, your character is injured and requires medical assistance. A movement penalty is applied to characters with low health, reducing their maximum speed.

Hit Points: This is a numerical representation of how much health your character has.

Inventory: These four icons show what items your character is carrying.

Flashlight: You always have access to a flashlight regardless of which weapon you're carrying. It can be toggled on and off—if on, the flashlight icon is white. The flashlight can agitate and startle some infected, so use it sparingly.

First Aid Kit: Each survivor can carry one first aid kit. If you have one, this white icon appears; otherwise it's grayed out. First aid kits can be used to heal yourself or other survivors.

Pills: Survivors can each carry one bottle of pills, too. These painkillers replenish hit points but don't completely heal like first aid kits. They can be consumed by yourself or handed to other survivors in need of health.

Pipe Bomb/Molotov: Only one hand-tossed weapon can be carried at a time, represented by a white icon in this inventory slot.

Primary Weapon: The silhouette icon represents which primary weapon your character is carrying.

Ammo in Magazine: This number indicates how many rounds remain in the weapon's current magazine. When the number reaches zero, a new magazine must be loaded to resume firing.

Total Ammo Count: This number represents how much surplus ammo your character is carrying. It does not include rounds loaded into an active magazine. When this number reaches zero, you must find more ammo before reloading.

Secondary Weapon: This icon represents which backup weapon you're equipped with: a single pistol or dual pistols.

Ammo in Magazine: This number represents how much ammo is left in your secondary weapon's magazine(s).

A single pistol can hold 15 rounds; dual pistols carry 30 total. When the number reaches zero, the weapon(s) must be reloaded. The pistol has unlimited ammo and can be reloaded anytime.

Teammate Health Bars: The health status of all three of your teammates is visible along the bottom of the screen, along with their names and associated avatar portrait.

Teammate Health Supplies: If your teammates are carrying first aid kits or pills, small icons of each appear next to their avatar portraits, just above their health bars. Consider asking them for help if you need to heal.

Movement

8 80
15
left4diaz
l4dpress04
l4dpress02

Speed is critical, so make sure you don't lag too far behind your teammates.

All major methods of transportation have been either destroyed or rendered useless. Streets are littered with abandoned cars effectively serving as roadblocks. Train lines are blocked by derailed cars. Airport runways are littered with the wreckage of crashed aircraft. So escaping on foot is the only option.

Walking and running are the primary forms of movement and function as in any other first-person shooter—look in the direction you want to move and use the proper inputs (based on your platform) to advance in that direction.

Walking is obviously slower than running, but it is also stealthier and less likely to draw unwanted attention from the infected.

For even stealthier movement, drop to a crouch. Crouched movement is incredibly slow but is by far the best way to sneak around, particularly when attempting to slip past a Witch. In rare circumstances you may be forced to swim.

This sometimes occurs in *Death Toll* during the riverfront finale. Movement in the water is identical to movement on land, so swim to the shore as quickly as possible.

Tip

If playing on the Xbox 360, get used to using the 180-degree spin. With the press of abutton your character rapidly turns completely around, allowing you to engage threats attacking from behind.

Ranged Combat

Louis
35 360
30
Zoey
Louis
Bill
+42

Watch your fire when shooting around teammates. Friendly fire incidents can be just as deadly as the infected.

Firearms have been proven the most effective method of neutralizing the infected, so all survivors must be well versed in how these weapons operate. Although each weapon in *Left 4 Dead* has its own characteristics, they all function similarly.

The crosshair icon in the center of the HUD is the weapon's aiming reticle. Simply place this over a target and squeeze the trigger. The size of the reticle indicates how accurate you are based on weapon selection and the stability of your current firing position.

If the crosshair icon is small, your shots are quite accurate, but if the crosshair icon is spread out, it indicates poor accuracy.

Accuracy can be improved by firing from a stationary or crouched position—watch as the crosshair icon constricts as you halt movement.

So where do you shoot a zombie? Don't believe the rumors stating a headshot is the only way to kill the common infected. This simply isn't true. While headshots always prove fatal, zombies can be killed by shooting them in the torso or limbs—severing limbs with shotguns, sniper rifles, or assault rifles is just as lethal as a headshot.

Because of the zombies' speed, scoring headshots can be difficult to pull off, so simply aim for center mass. It may take more rounds to stop a zombie in this fashion, but the torso presents a much larger target, helping ensure your bullets find their mark.

When using automatic weapons, holding down the trigger fires off a continuous stream of rounds. The increased rate of fire can come in handy during chaotic swarm attacks, but this benefit is offset by a lack of accuracy (due to recoil) and increased ammo consumption. Therefore, exercise extreme restraint when using automatic weapons.

To maintain accuracy and conserve ammo, never fire more than 3–4 rounds per burst. Ammo is often hard to come by, so the more you waste with automatic bursts the more you put your team at greater risk if your stores run dry.

Another way to conserve ammo is by equipping your pistol. Pistols never run out of ammo and should be used regularly, particularly when engaging individual common infected. Save your automatic weapons for engaging larger groups.

Caution

Friendly fire is always on, so be careful when engaging targers near your teammates. A careless auto burst could injure, incapacitate, or even kill a teammate. The damage dealt by friendly fire is increased at the higher difficulty levels, requiring even greater caution.

Melee Combat

If you're reloading, shove infected away with quick melee strikes until you can fire your weapon.

All firearms can be used as melee weapons during close encounters with the infected. Simply aim at a target and press the melee attack button or key. Melee attacks are rarely fatal, but they're useful for knocking zombies backward, often allowing you a better chance to take aim and kill them with a head or torso shot.

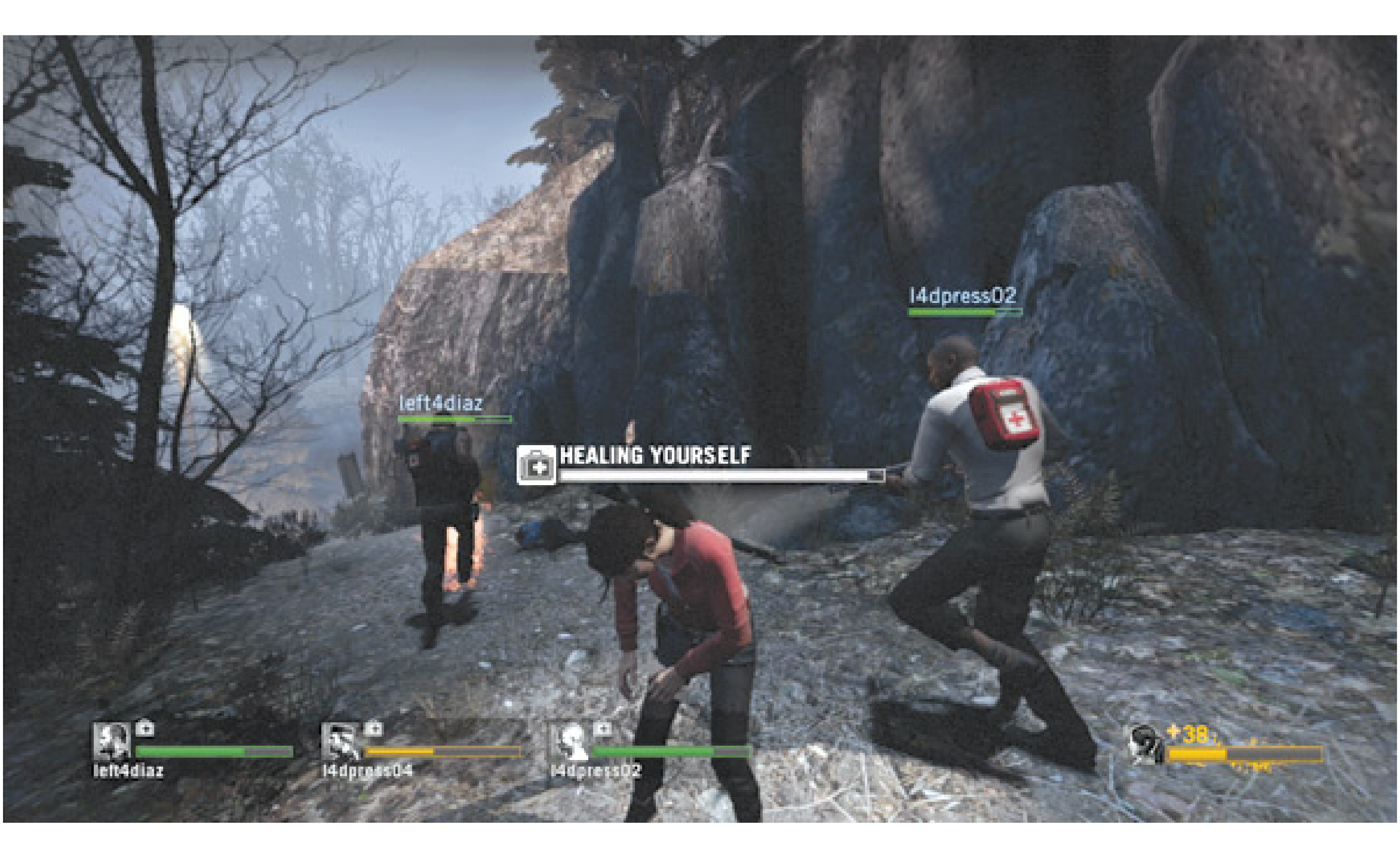
Melee attacks can be performed anytime, even while reloading a firearm. This is particularly useful when performing a lengthy reload on a shotgun or sniper rifle.

When confronting gassy, bile-filled Boomers, melee attacks are essential. If you shoot a Boomer at close range, you and your teammates will get slimed with bile as the grotesque threat explodes, prompting a swarm attack.

To avoid this, always melee Boomers first and shoot them only when you're a safe distance away. Melee attacks are also the preferred method of knocking a Hunter off a pinned teammate or freeing a buddy ensnared by a Smoker's tongue.

It may take some practice, but performing melee attacks should become second nature when encountering threats at point-blank range.

Health Management



You're vulnerable to attacks while using a first aid kit, so make sure a teammate watches your back as you heal.

Health is governed by a basic hit point system. Every player starts out with 100 hit points and loses health while taking damage from infected attacks, friendly fire, or by falling from a great height. If you have 50 hit points or more, you're considered healthy, as indicated by a green health bar, and can move at full speed.

But as your health dips below 50 hit points you're considered wounded (indicated by an orange health bar) and suffer a slight movement penalty, causing your character to limp.

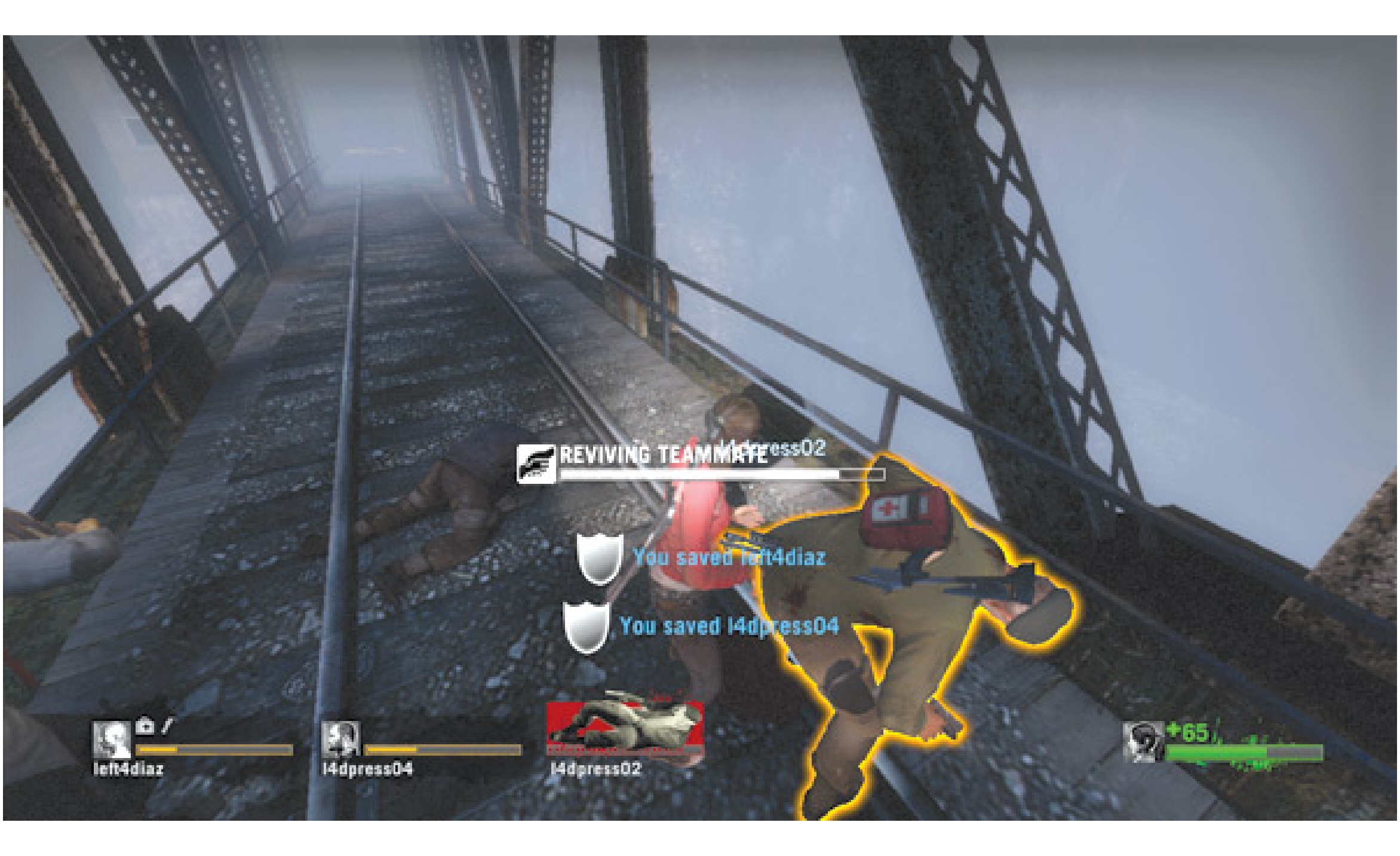
If your health drops below 15 hit points the health bar turns red, indicating your character is in critical condition and in need of first aid.

At this point movement is slowed even more, making it difficult to keep up with healthy teammates. So heal up or at least ask your teammates to slow down to prevent being left behind.

First aid kits are the best way to heal. You can either heal yourself with a first aid kit or have a teammate heal you. Pills are another way to gain health, but they are more of a temporary solution.

While pills recover hit points they do not completely heal, as indicated by the dashed vertical lines in the health bar. For example, if you use pills while your health bar is in the orange zone, it will remain orange after using pills even if your hit point level is above 50. As a result, you still suffer from a movement penalty.

Incapacitation



If a teammate is incapacitated, neutralize any infected nearby, then revive your buddy with the use command.

When characters lose all their hit points, they fall to the ground, incapacitated. The avatar portrait and health bar in the bottom-right corner of the screen is replaced with a new interface during this phase, with an icon showing your character on his or her back and a new health bar filled with red dashed vertical lines.

At the start of incapacitation your character has 300 hit points in this new health bar. These hit points slowly melt away over time and can disappear rapidly if you're attacked.

Fortunately, you can still look around and fire your pistol(s) while lying on your back, providing some self defense. But you must rely on a teammate to revive you before you can get back on your feet—to revive a fallen teammate, stand over him or her and press and hold the use button/key.

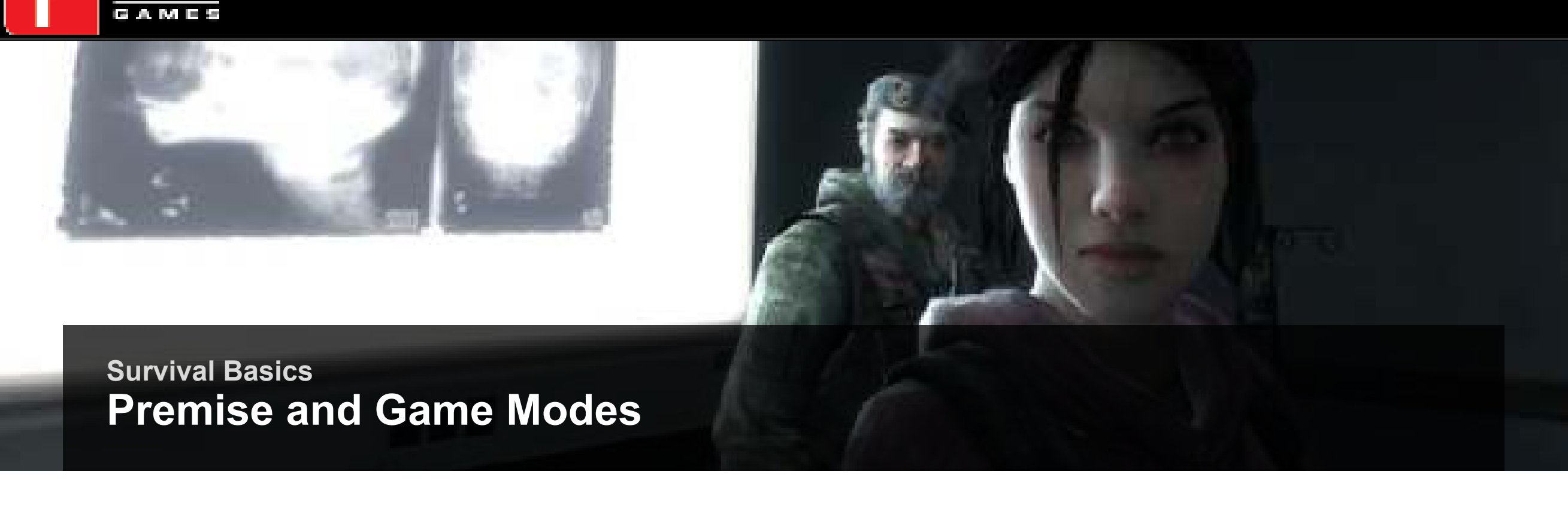
If all teammates are incapacitated at once, there's nobody left to revive, bringing the round to an end. Once you've been revived you're given 30 temporary hit points, as indicated by red dashed lines in your health bar—you must heal quickly before you run out of health.

A player can be revived three times per map; after the third time, you can still heal to full health, but if your health bar/hit points are depleted again, you simply die instead of becoming incapacitated. If you die in the co-op campaign or single-player, your character respawns in a “spawn closet.

These are small rooms scattered throughout the map. To be released from a closet a teammate must open the door, at which point you can rejoin your team. In versus mode, there are no respawns.

Tip

If a teammate is dangling from the rooftop or ledge of a building you can help by standing over him or her and pressing the use button or key, just as you wouuld perform a retreive.



Survival Basics

Premise and Game Modes

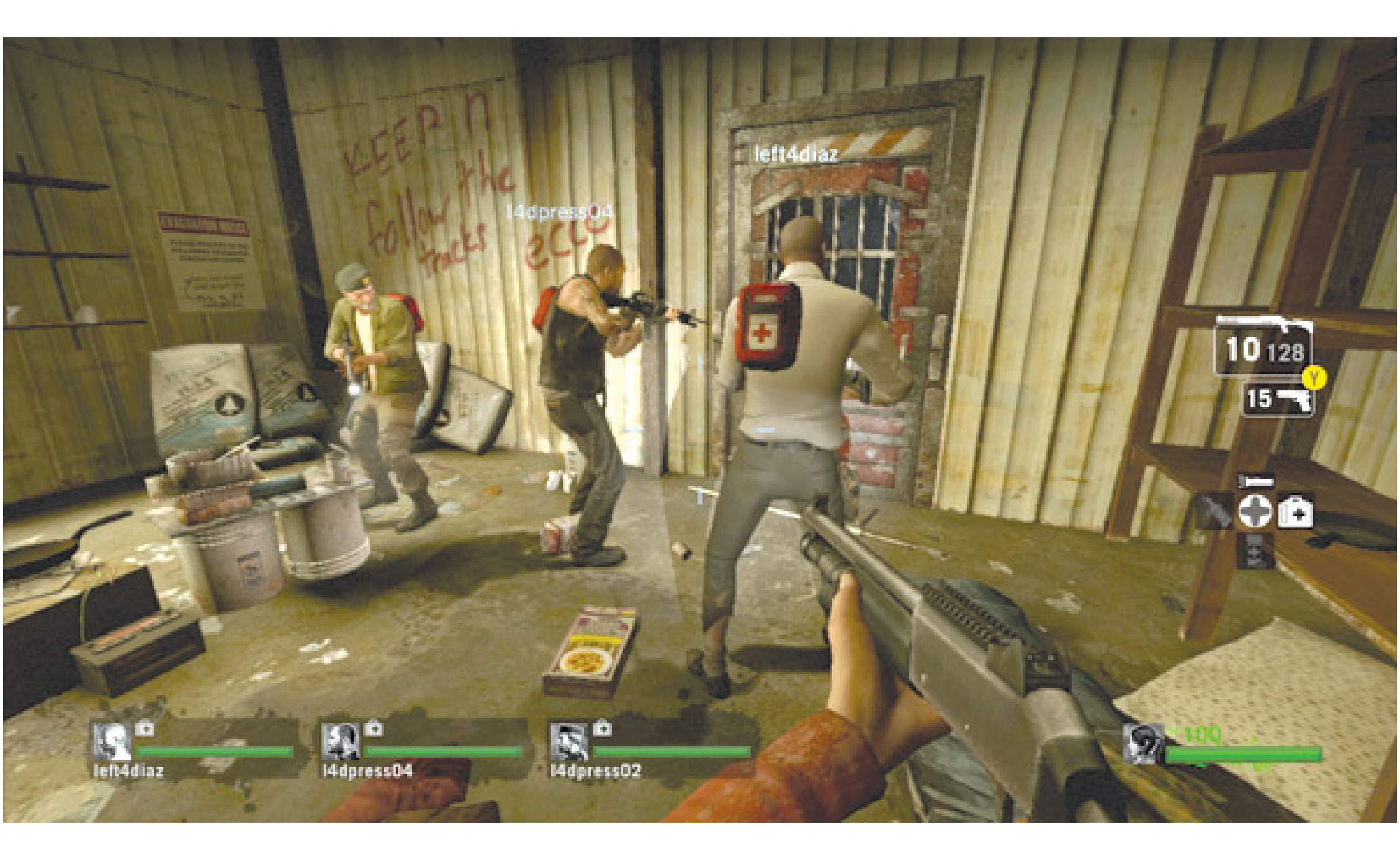
The premise of *Left 4 Dead* is quite simple and shares the same basic concepts across all four game modes. As a character in a B-grade horror movie, you are part of a group of four survivors who must travel through zombie-infested environments in search of rescue.

Each of the four stand-alone movies consists of five maps that your group of survivors must advance through, stopping at safe houses at the end of each map, where they can find supplies and weapons.

In the final map of each movie, your group of survivors must withstand a massive attack by the infected called a finale. If they survive the finale, they can board a rescue vehicle and escape, bringing the movie to an end.

The basic premise of survivors traveling from point A to point B is carried over through the following game modes.

Co-op Campaign



During co-op play your teammate's names appear above their character, making it easy to identify and address the proper player.

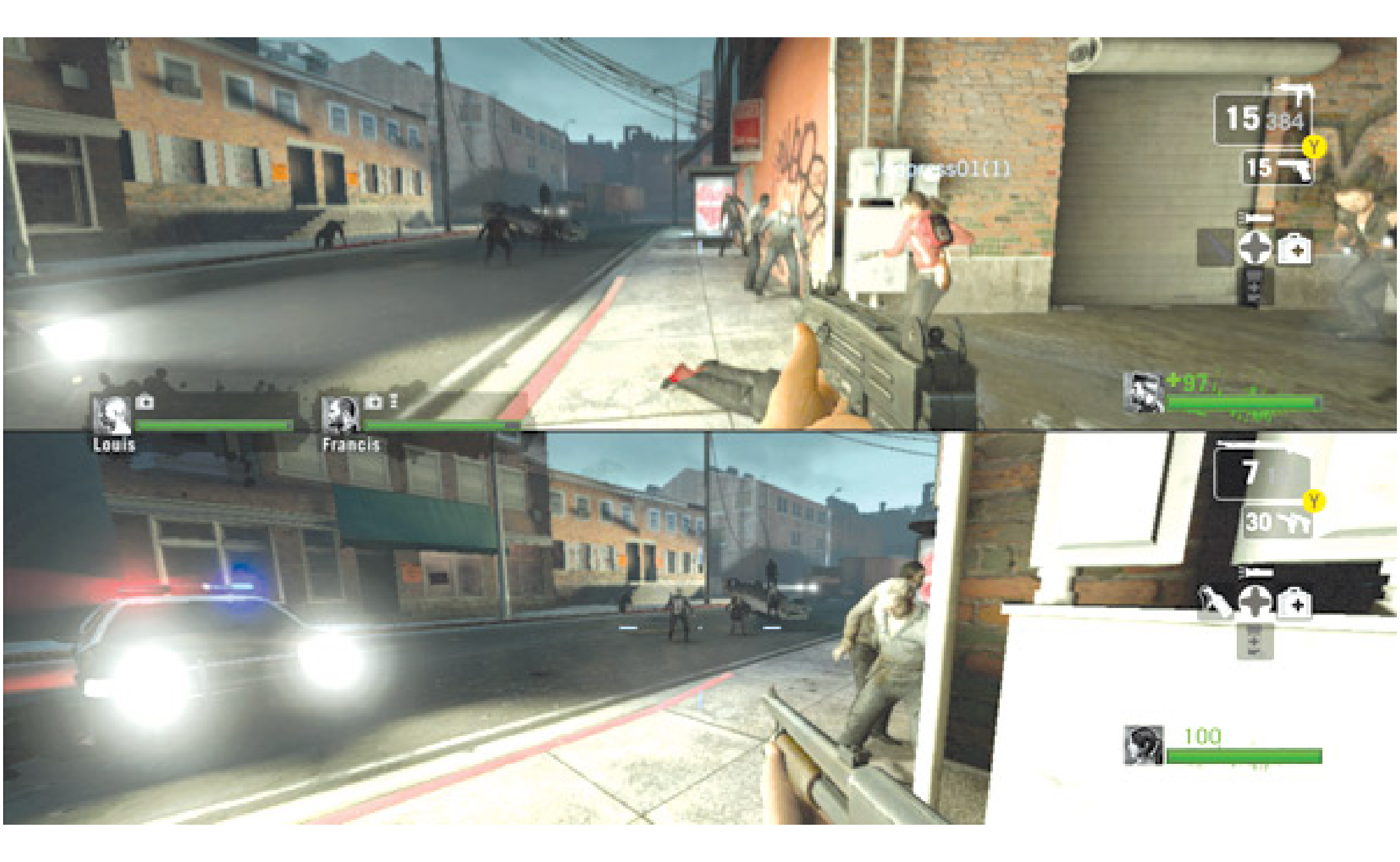
In the campaign mode, you and up to three other players can choose one of the four movies and play through it cooperatively. There are always four survivors while playing in this mode, even if only two of them are controlled by actual players.

Any unassigned player slots are taken over by AI-controlled survivors. But new players can join at any time, taking the place of one of the AI-controlled survivors. Such co-op sessions can be played online or over system-link on a LAN.

If you want to join a match already in progress use the *Quick Match* option. This automatically connects you to a game, allowing you to jump in and join the action within a few seconds. If you want more control, choose the *Custom Match* or *Play with Friends* option.

Choosing the *Custom Match* option allows you to specify what movie and maps you want to play on. The *Play with Friends* option takes you to a lobby screen showing all matches your friends are currently playing—select one and join in.

Offline Co-op (Splitscreen)



Two players can play in splitscreen-the other two survivors are controlled by A.I.

If you connect two controllers to your Xbox 360 you can play through the campaign in splitscreen mode. This mode supports two players and splits the screen in half, with each player controlling a survivor in a separate partition.

In the options menu you can select whether you want the screen divided horizontally or vertically. If playing on a widescreen television or monitor it's best to split the screen horizontally. This helps preserve your peripheral vision while playing.

The AI Director

On movie sets, it's the director who dictates everything, from the pacing of the action to the placement of objects integral to the progression of a story. Valve took a similar approach when designing *Left 4 Dead* . All enemy placements and most pickups are determined procedurally by an entity known as the AI director.

The AI director helps ensure each gameplay experience is unique no matter how many times you've played through a map. But the director does much more than randomly place enemies and objects.

It also monitors the progress of your team and tailors the gameplay experience based on how successful your team is.

If your team is doing really well and everyone has full health, the director will ramp up the difficulty by throwing more common infected and special infected bosses at your team while holding back on dropping useful pickups.

If your team is barely alive, the director will ease off on attacks and provide more health supplies and pickups, giving your team the chance to heal and re-arm.

The unpredictable nature of the director leads to hours and hours of replayability on every level. Even if you've played through all the movies multiple times, there's no way to predict what the director will throw at you next.

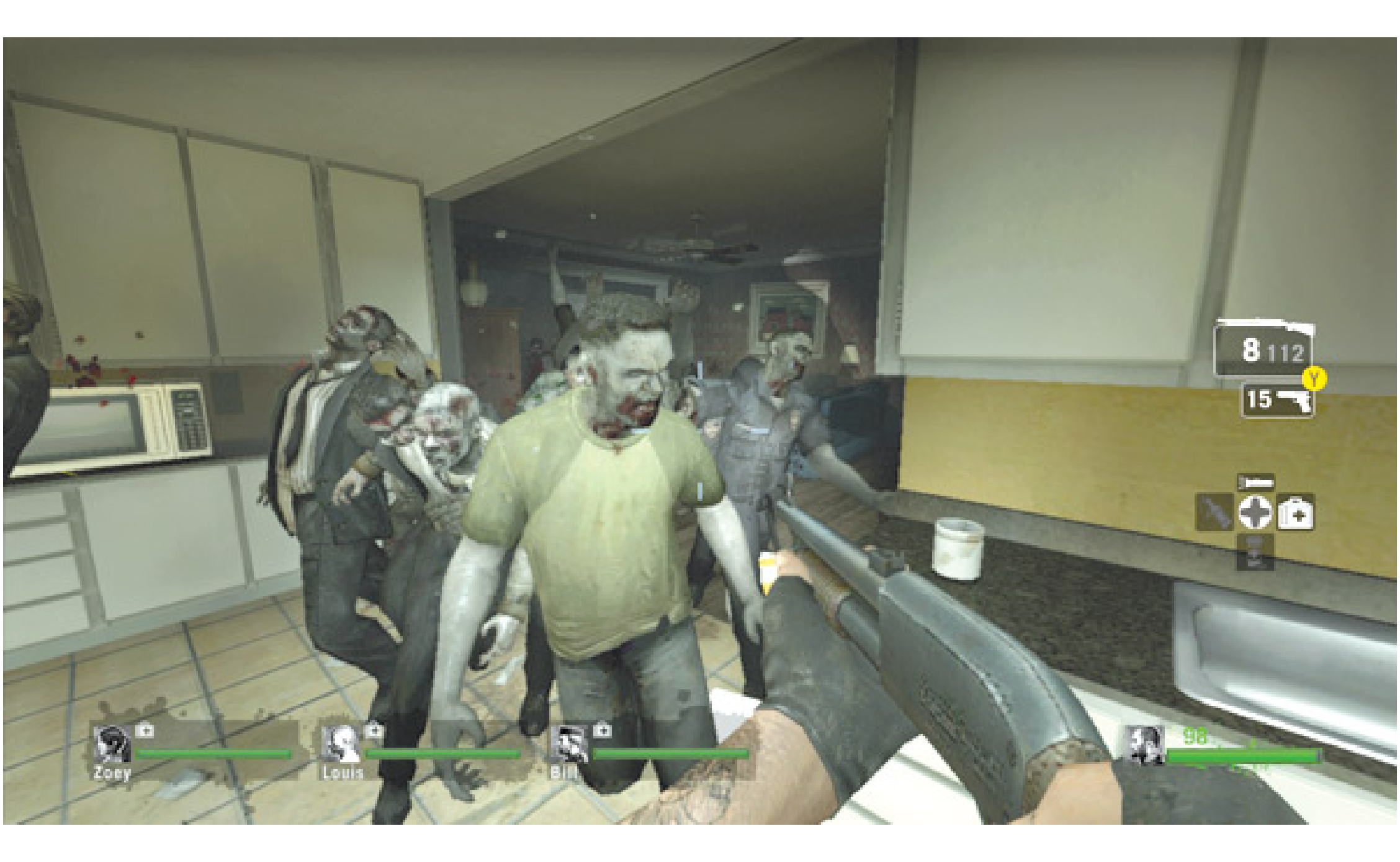
This requires heightened alertness from all players—there's no room for complacency because the director can be absolutely merciless in its drive to provide a challenging and memorable gaming experience.

Note

The game's four difficulty settings (easy, normal, advanced, and expert) can impact the aggressiveness of the director, but mostly the difficulty adjusts the health of the infected.

For instance, at the normal setting the Tank has 4,000 hit points; at expert, the Tank's health tops out at 8,000. So at the more difficult settings it's much tougher to kill the infected, eating up much more of your team's ammo in the process.

Single-Player



You must lead your A.I. controlled teammates when playing single-player, which often makes you an easy target for the infected

In the single-player mode you play the role of one of the survivors—the rest of the survivors are controlled by the AI. When starting a single-player game you must first choose from the movies and their individual maps.

Once one is selected, the game begins and continues until you reach the finale at the end of the movie.

During the single-player mode the AI bots always follow your lead, so it's up to you to set the tempo for the advance. This often means you take the brunt of the attacks, so keep a close eye on your health.

If you die, you must start the map over from the beginning. If your AI teammates die, they respawn in closets and are released when you open the door.

Versus

l4dpress02
l4dpress04
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left4diaz
l4dpress04
l4dpress02
+37

In versus mode, the survivors should strive to reach the safe house at the end of each map as quickly as possible.

Versus is an adversarial game mode pitting the survivors against the infected. Only *No Mercy* and *Blood Harvest* can be played in this four-on-four mode, offering 10 maps total.

The gameplay is nearly identical to that of the other modes, with the survivors tasked with making it from safe house to safe house and ultimately escaping after surviving the movie's finale.

It's the job of the infected team to stop the survivors. Unlike in the other game modes, in versus the survivors cannot respawn, but the infected team can. This provides a unique twist to the game mode, forcing the survivors to work together and watch each other's backs.

While the survivors spawn as the main protagonists, the infected team members take on the roles of the special infected. At any given time the infected team always has one Boomer, two Hunters, and one Smoker on the map.

Who spawns as what is random, determined by the director.

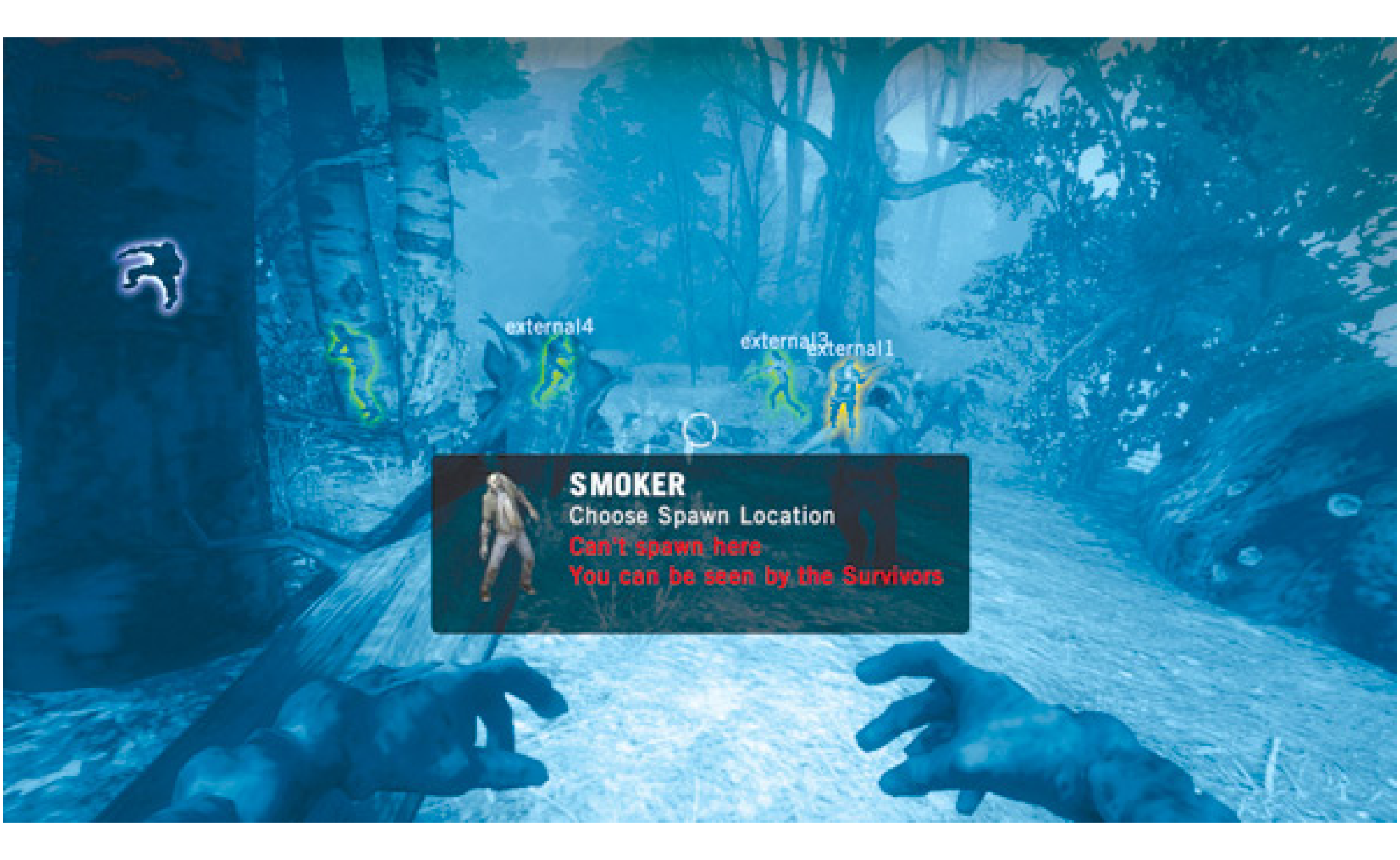
At some points in the map, one player on the infected team is given the chance to spawn as a Tank, providing the team with an extra boost in offense. The Witch is not playable by the infected team, but Witches do make appearances on occasion.

Witch spawns are determined by the director and are never in fixed locations. Still, the infected team should use appearances by the Witch to bolster their numbers during coordinated ambushes.

During these matches, each team gets the chance to play as both the survivors and the infected on each map. So after the survivors have escaped or died in the first round, the same map is replayed and the two teams switch sides, with the former infected taking on the roles of survivors and vice versa.

Playing as the survivors is completely different from playing as the infected, and winning requires different skills and tactics. Regardless of which side you're playing, communication and teamwork are always essential.

Ghost Mode



While you're in ghost mode the survivors can't see you. But you must move to a spot outside their line of sight before you can spawn and attack.

While playing as the infected, players begin in ghost mode, which allows them to pick their own spawn points. During this phase, the infected can wander around a map, completely invisible to the survivors.

While in ghost mode players can use infected-only climb points (look for a series of claw icons) and pass through closed doors.

The infected team can spawn anywhere they want as long as they're a few meters away from the survivors and outside their line of sight. Once these requirements are met, the infected can spawn by pressing the fire button or key. But once they spawn, all normal rules apply.

They can be spotted and killed by the survivors, and they can't pass through doors—or open them. Closed doors must be broken down with melee attacks, so be careful where you spawn. Breaking down a door may give away your position and lead to a quick death.

Spawning also causes the infected to make the telltale growls, grunts, and hisses associated with each variant. These involuntary vocalizations not only give away an infected's position but also warn the survivors as to what type of infected is nearby.

So to avoid giving the survivors time to react, try to spawn just before attacking. Coordinating spawns and attacks with teammates is the best way to take down the survivors.

During finales, ghost mode is disabled, and you randomly spawn somewhere around the finale site.

Tip

The infected team can monitor the health status of the opposing team by studying the colour of each survivor's glowing silhouette. Survivors surrounded by an orange or red glow have low health and should be singled out for attacks.

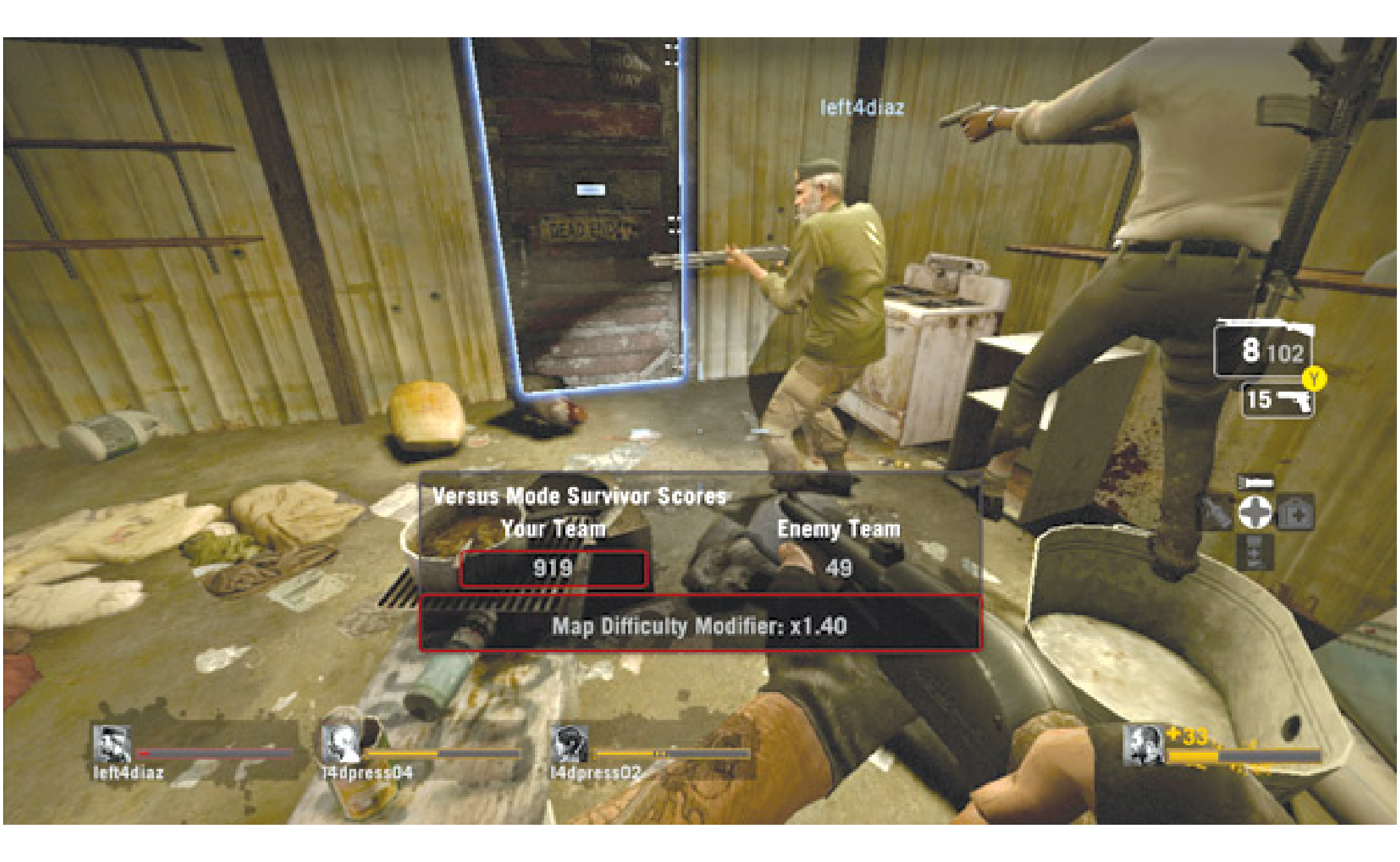
A survivor outlined with a purple silhouette is covered in a Boomer's bile and subjected to attack by the AI-Controlled common infected.

Infected

For map-specific tips and tactics while playing the as the infected, look for these boxes scattered through the No Mercy and Blood Harvest chapters. They reveal vital tips on how and where to attack the survivors, with an emphasis on staging coordinated ambushes with your teammates.

If seeking advice on how to play as the Boomer, Hunter, Smoker, or Tank, flip ahead to the "Survivors and Infected" chapter and read the "Anti-Survivor Tactics" for each of the special infected.

Versus Scoring System



At the end of each round, the survivors' score is calculated. Scores are carried over from maps to map until the finale at the end of each movie is complete.

So how do you determine who wins a match in versus mode? After playing a round as the survivors a score is calculated based on four criteria:

Average Distance Traveled

The points awarded in this category are based on how far your team traveled during the round. If your team made it all the way to the end of the map and reached the safe house, you're awarded the maximum 100 points.

But if your team made it through only 37 percent of the map before being stopped by the opposing team's infected, you get only 37 points. The percentage of the map your team completes determines this score.

Health Bonus

This bonus is determined by averaging the hit points of the survivors who made it to the safe house—survivors who were killed en route are not part of this average.

So if everyone makes it into the safe house with full health, 100 points are awarded. Sometimes teams heal up before closing the safe house door to try to boost this bonus.

Survival Multiplier

Once the average distance traveled and health bonus have been added, the score is multiplied by the number of survivors who made it into the safe house at the end. If all four survivors made it in, the score is multiplied by four.

If only one survivor made it, the score is multiplied by one and thus has no impact. If nobody survived, the score is *not* multiplied by zero. Rather, the score remains untouched, with no multiplier applied.

Map Difficulty Modifier

Each map is assigned a predetermined difficulty modifier. The easiest (or shortest) maps have a modifier of 1, and the hardest (or longest) maps are given a modifier of 2.

The rest of the maps fall somewhere in between, sometimes rated as a 1.5 or 1.6. Whatever the modifier is, it is then multiplied by the score, giving you your team's final score for the round.

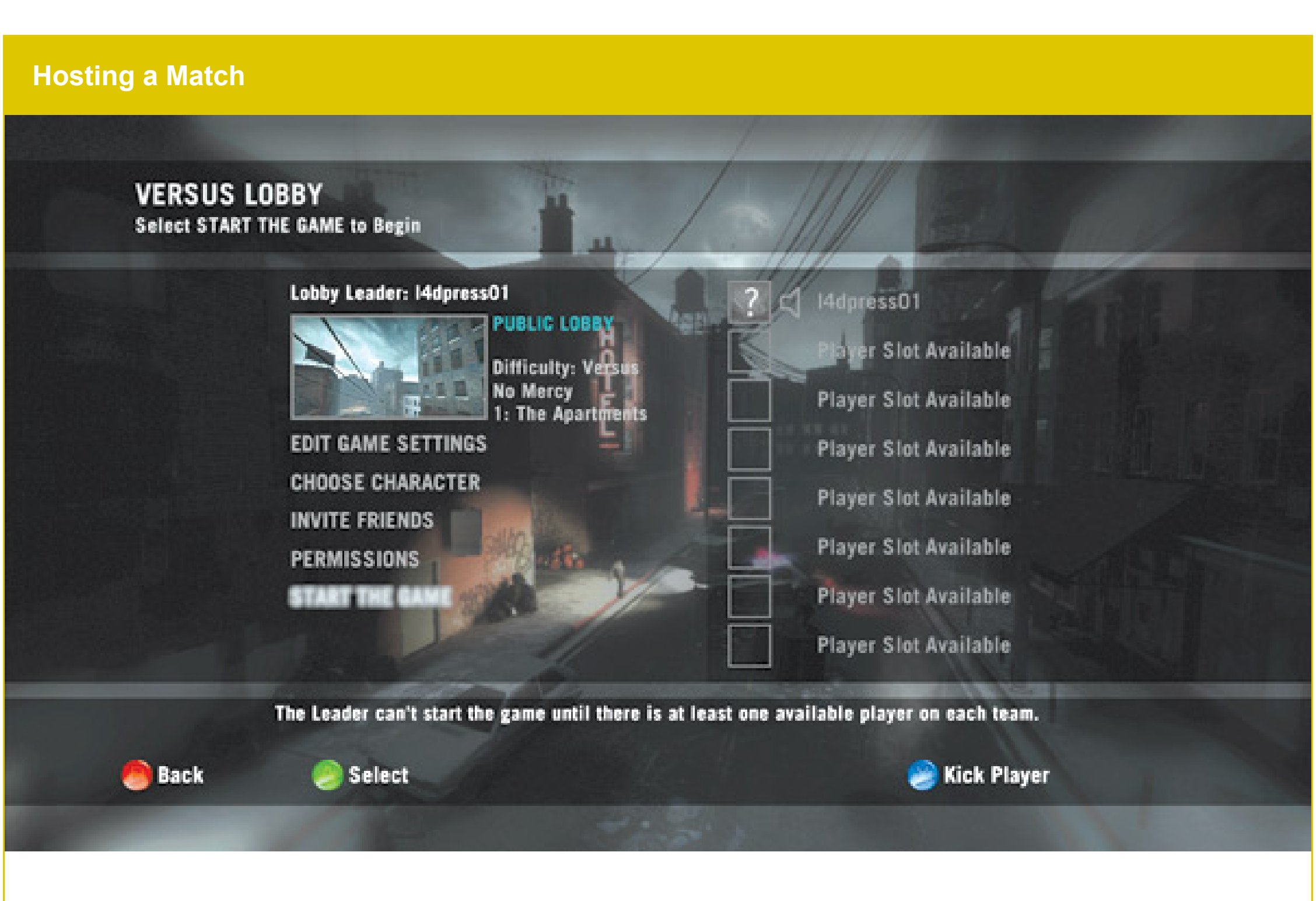
So what's a good score? Usually posting a score close to 1,000 points per map is considered a praiseworthy achievement. But ultimately it all depends on how well the opposing team performed in their turn as the survivors.

While no points are awarded when playing as the infected, stopping the opposing team's survivors is critical, preventing them from posting a high score.

Killing even one survivor can have a dramatic impact on the final score, especially in close matches, as it robs the opposing team of that vital survival multiplier.

So don't fool around while playing as the infected. Stopping the opposing team is just as important as reaching the safe house when you're playing as the survivors.

Hosting a Match



The Leader can't start the game until there is at least one available player on each team.

Can't find a match you want to join? Try creating your own. Start by creating a lobby. When creating a lobby you must first choose what game mode you wish to play: the co-op campaign or versus mode.

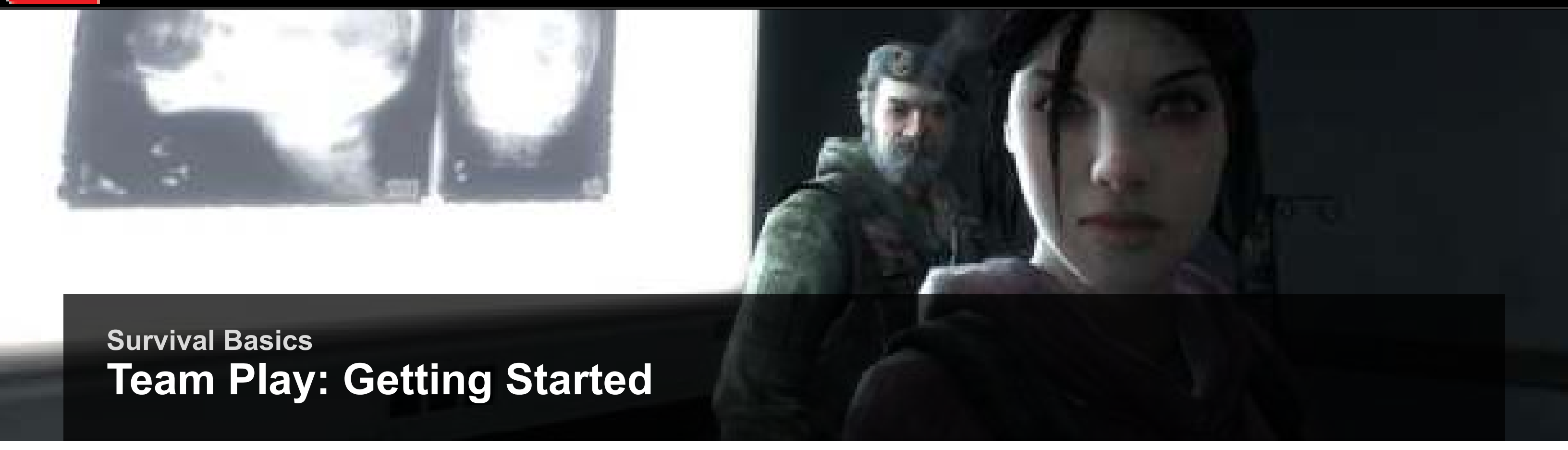
Once you've selected a game mode you can choose the difficulty level (campaign mode only), campaign (which movie), and the match permissions.

The permissions allow you to choose who can join the match. If you want to open the match to anyone, choose *Public Game* . If you're connected to a LAN select *System Link* , allowing everyone connected to the LAN to see and join your match.

If you only want to play with people on your friends' list, choose *Friends-Only Game* . After selecting the settings, choose *Create Lobby* .

This sends you to the lobby screen, where you can wait for players to join. While in the lobby you can edit the game settings, choose your character, invite friends, and change the permissions.

Once you have a group of players, select *Start the Game* to begin your session.



Survival Basics

Team Play: Getting Started

Even when playing with a tight group of friends, getting four individuals to play and react together as a team is a challenge. *Left 4 Dead* takes the team play concept to the next level. Not only is teamwork recommended, it's absolutely required.

Teams who don't cooperate or communicate won't stand a chance. But it's not as daunting as it sounds. There are a few things you can do to ensure your team play sessions run smoothly and successfully. Here are a few tips to help your team get started.

Establish Communication With Your Team

There's no time to type messages back and forth, so make sure everyone on your team has a microphone and knows how to use it—gray speaker icons appear next to their names in the lobby if they have microphones connected.

If playing with strangers online, say hi and establish a rapport with your new teammates. Breaking the ice in the lobby will pay off later as the game begins.

Get Organized

Before beginning a game, discuss your individual roles. It's usually a good idea to elect one teammate as the leader. This player will not only physically lead the team but make key pathfinding decisions at branches, determining which direction the team will go.

Therefore, the leader should have some experience with the layout of the maps you're about to blitz through. But most importantly, the leader should possess good communication skills, constantly checking in with teammates and ensuring everyone stays together and healthy.

Diversify your Firepower

When choosing weapons at the beginning of a level, mix it up, taking a couple of shotguns and two SMGs or assault rifles. This gives your team a good balance of firepower capable of engaging threats at close and long range. Never take more than one sniper rifle.

Although powerful, sniper rifles have a low rate of fire and take a long time to reload. And since most engagements occur at close to intermediate range, the rifle's scope isn't very useful; it can even be a liability.

Stay Together, Stay Alive

It may sound easy, but keeping four players together during a chaotic advance is a constant challenge. But it's a challenge that must be overcome if you hope to make it to the safe house.

Stay in constant voice communication with your teammates, calling out targets and issuing warnings.

If you need to stop and heal, let everyone know so they don't leave you behind. When stopping, make sure everyone gets the message. Anyone who continues advancing on their own won't stand a chance.

Use the Survivors' Names When Communicating

It's often easier to say Bill, Francis, Louis, or Zoey in the heat of battle than it is to decipher someone's 15-character Gamertag. So take note of what survivor you're playing as and respond to any questions or requests when addressed by this name.

Share the Health Supplies

If your character is healthy and someone else on your team is seriously injured, either heal your teammate with a first aid kit or hand over a bottle of pills.

Injured players slow down the whole team, so it's in everyone's best interest to keep everyone healthy and moving at maximum speed.

Each player can carry one first aid kit and one bottle of pills, so there are usually enough supplies to go around if you all share.

Make a Habit of Closing Doors Behind You

The infected can't open doors. Instead, they must break them down with melee attacks. While a simple wooden door won't last long when faced with such violent attacks, it will delay the infected, allowing your team to slip away or prepare to engage the attackers.

Often the sound of the infected breaking down a door is just enough to get your team's attention, preventing you from being attacked from behind.

Use the Vocalization Command to Quickly Relay Information

This is a context-based command that issues canned audio messages to point out threats and supplies to your teammates. Simply aim at an object or threat and press the appropriate button or key to make an announcement.

Keep Tabs on Your Teammates

You can see your teammates at all times, even if they're not in your current line of sight. They appear as blue glowing silhouettes if blocked by an object such as a wall. If the teammate's silhouette turns orange, it indicates danger.

This could mean a variety of things. Your partner could be covered in a Boomer's bile, dangling from a ledge, incapacitated, pinned by a Hunter, or ensnared by a Smoker's tongue. In any case, get there as quickly as possible to assist.

The Survivors

The recent outbreak has completely changed the balance of power for humankind. Anyone immune to or unaffected by the infection is now called a survivor—and their numbers are dwindling every day, dwarfed by the rise of the undead.

In this chapter we take a close look at the four survivors and all six infected variants, offering vital background information and useful survival tactics for countering the undead menace.

When the outbreak first took hold, quarantines were set up in an effort to contain the infected to certain buildings and secure zones.

The quarantines were largely ineffective, though, prompting local governments (backed by CEDA) to begin mass evacuations. But by the time evacuation centers were set up, the infection had expanded and could not be contained.

Many evacuation centers were overrun by the walking dead. Others were simply abandoned when it was realized they couldn't be defended. In the haste to evacuate, many citizens were left behind to fend for themselves.

Those who waited for rescue were quickly overrun by the swelling numbers of infected.

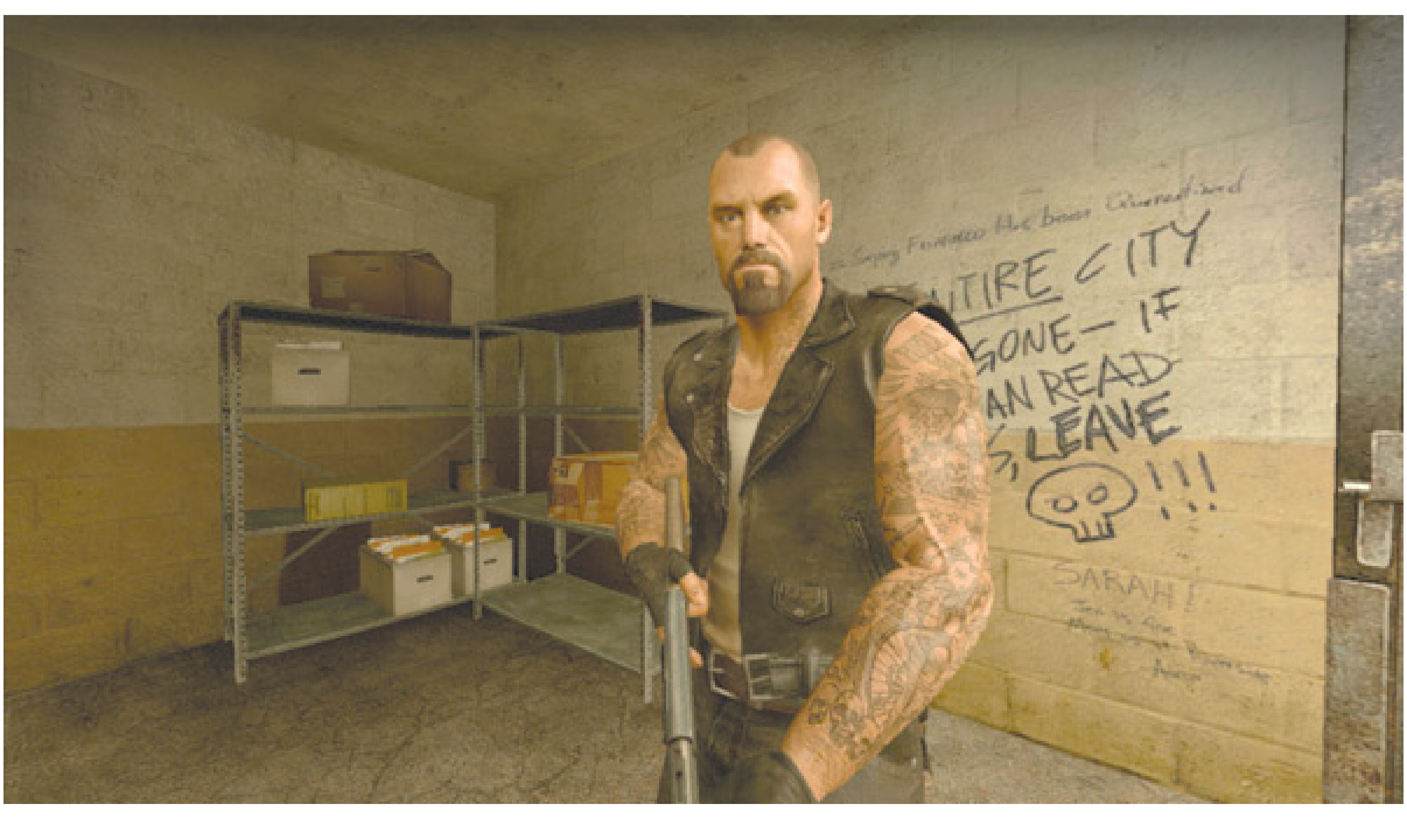
But four strangers—an unlikely group of—have taken their destinies into their own hands, securing weapons and formulating an escape plan.

Bill

Bill is a former Green Beret who served in Vietnam. Although long removed from military service, Bill proudly wears his beret to this day. An unapologetic chain smoker, he has a gruff demeanor but brings years of frontline military experience to his new-found comrades.

But he's not the type to issue orders or flaunt his extensive knowledge and experience. He's a man of action and doesn't really care how he's perceived. His only goal is to get out of this situation and live to fight another day.

Francis



Everything about Francis screams rebel. He revels in the image of an outlaw biker, complete with leathers and intricate tattoo work covering his body. Years of hard living have prepped him for the recent crisis, hardening his senses to the everyday horrors.

While he comes across as someone who works best alone, Francis is a consummate teammate and is fiercely loyal, even to his diverse new friends. He won't hesitate to risk his own life to rescue a fellow survivor.

Louis

Louis was working his regular job at an electronics store when all hell broke loose. He managed to escape (still wearing his short-sleeve shirt and red necktie) and eventually met up with the other survivors.

Louis is the optimist of the group but has alarmist tendencies. His ability to assess situations and formulate solutions is a useful asset. Like the other survivors, he's committed to fighting his way through this crisis in hope of reuniting with his friends and family.

Zoey

ENTIR
IS GONE -
YOU CAN REA
THIS, LEAV
SARA

Upon first glance, Zoey seems completely out of place in this group. But she plays a very important role and has no problem keeping up with her older and more experienced teammates.

Only a few years out of high school, Zoey has no formal military or survival training but has adapted well to the chaotic situation.

She's proven to be a quick learner and has a wry sense of humor. Her quirky comments often break the tension, even in the most dire circumstances.

Tip

Zoey's red jacket is easy to spot. Even in low lighting conditions this makes her a great choice for your team leader, ideal for taking the lead during a speedy advance through any level, just follow the red jacket.

So if you plan to lead your team from safe house to safe house, choose Zoey.

The Infected

Those who have died and reanimated are referred to as the infected. These are victims of unknown origin and transmission.

The infection manifests itself in different ways, sometimes simpluy reanimating dead tissue and at other times triggering monstrous mutations, giving the undead strange and terrifying abilities.

There are two subsets of infected: the common infected and the special infected. In a wide majority of cases infection leads to death and reanimation, turning a corpse into a common infected or zombie.

The common infected have abilities similar to those of a normal human. But in the rare cases where the postmortem mutation has occured, the corpse becomes a special infected, often referred to as an infected boss.

These infected variants have different abilities and characteristics, as detailed in this chapter.

By no means is this a definitive resource, but rather a compilation of facts based on firsthand accounts and credible reports from reliable sources.

Common Infected (aka Zombies)

Despite the rabid speculation of the so-called experts, it's unclear what really caused the dead to rise. And nobody may ever really know the answers to all the hows and whys of the outbreak. But it is clear that the recently deceased have somehow reanimated and begun attacking the living.

Although they're officially referred to as the common infected, many survivors simply call them zombies, since they resemble the walking dead popularized by horror movies.

However, such comparisons can be dangerous because the common infected share few traits with the fictionalized zombie—see the "Zombie Myths" sidebar.

Most notable is the speed of the common infected, which has caught many a survivor completely off guard. Their clothes are also deceptive.

Realize that some of the common infected died and reanimated while on the job. Although they may be dressed as police officers, soldiers, or doctors, they have no intent to assist the living.

Anti-Zombie Tactics

Zombies can be killed in a number of ways, but the headshot is by far the most effective method. All it takes is one bullet with any firearm to score a kill.

However, headshots can be difficult to perform during chaotic attacks. So aim for center mass, pumping three to four rounds (or one shotgun blast) into a zombie's chest.

Some weapons can tear off a zombie's arm or leg. Severing limbs is just as fatal as a headshot.

Individually, the common infected aren't much of a threat, but in great numbers they're an absolute menace. During swarm attacks, locate the possible entry points and cover all of them. If in an open area, go back to back with your teammates and hold your ground while covering all directions.

A Boomer's bile, activated car alarms, and finales can all trigger swarm attacks. The director can trigger them as well, so when you hear the cries of infected accompanied by swelling dramatic music, get ready to make a stand.

Shining a flashlight on idle or sitting zombies gets their attention and prompts them to attack. Sometimes these nonthreatening zombies can be avoided.

It's possible to kill a zombie with melee strikes, but it takes repeated blows. For best results, melee a zombie away from you, take aim, and shoot it in the head as it stumbles backward.

Avoid taking to rooftops or other elevated positions and sniping all visible infected. Doing so just wastes ammo.

The director continually spawns more infected, so it's impossible to kill them all or completely clear a level. So keep moving and shoot only the zombies that get in your way.

Note

In versus mode the common infected are controlled and automatically spawned by the director. They are not playable by the infected team.

However, the infected team can still take advantage of their presence, particularly for diversionary purposes during swarm attacks.

Zombie Myths

As in any crisis, misinformation floods the airwaves and permeates the streets as those in power try to come to grips with the situation. The recent outbreak is no exception.

The government's own CEDA is partially responsible for the circulation of some these rumors, but the panicked public is largely to blame for the proliferation of these fallacies, fueled by pop culture anecdotes derived from books, movies, and video games.

Here are a few of the common misconceptions being spread about zombies, countered by fact-based rebuttals.

Zombies are slow and clumsy. You can easily walk right past them.

False. For reasons unknown, tissue decay has not set in, and thus the common infected have the same mobility as the living. They can run, climb, jump, and perform vicious melee attacks, sometimes at seemingly superhuman speeds.

The only way to kill a zombie is by shooting it in the head.

False. While headshots are fatal and often the quickest way to dispatch zombies, the undead can just as easily be neutralized by severing a limb, lighting them on fire, or simply shooting them in the torso several times.

If you're bitten by a zombie you'll turn into one.

Unknown. There are reports of this occurring, but there is no hard evidence to suggest that zombie bites or fluid transference results in zombification. Still, it's best to avoid any direct contact with the common infected.

Zombies are weak and stupid. As long as you shut yourself in a room you'll be okay.

False. It's true zombies haven't been seen turning doorknobs, but they can easily break through doors and boarded-up windows.

Staying put in a room or structure with multiple insecure entry points is a death sentence, even if you're well armed. You'll run out of ammo at some point, and the zombies just keep coming.

Since they're dead, zombies have dulled senses, making it difficult for them to detect the living.

False. While it's unclear how effective the zombies' senses of taste, smell, and touch are, their sight and hearing are sharp. Upon making visual contact with the living, they launch directly into attack mode, charging at their prey at top speed.

Even slight noises prompt them to investigate in the direction of the disturbance. Loud, high-pitched noises send the common infected into an absolute frenzy, causing multiple infected to swarm to the source in search of prey.

Some survivors have witnessed such swarms when car alarms or metal detectors are set off.

A zombie's heart doesn't beat, causing the blood in its circulatory system to congeal.

False. The functionality of a zombie's heart is unknown, but the blood remains in a liquid state. Survivors engaging the common infected at close range with shotguns have reported being sprayed with infected blood, particularly when firing a decapitating headshot.

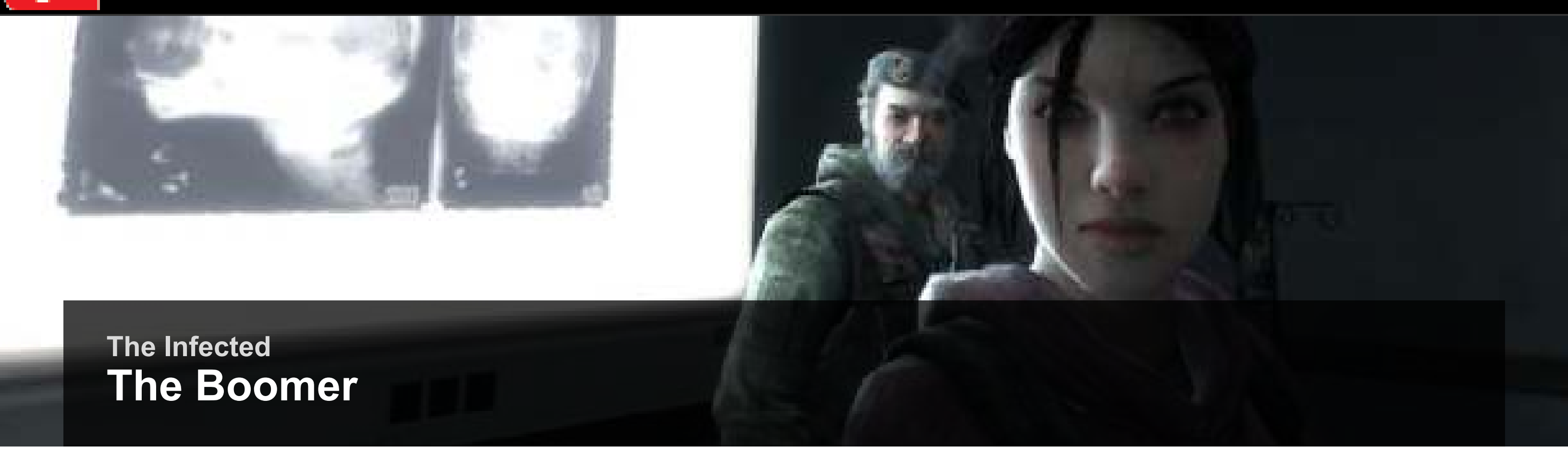
Direct contact with a zombie's blood is not advised, but it doesn't appear to be fatal, either.

Some survivors have been completely coated with infected blood and have shown no signs of infection. However, it's strongly advised to avoid contact with infected blood when possible, especially around the eyes and mouth.

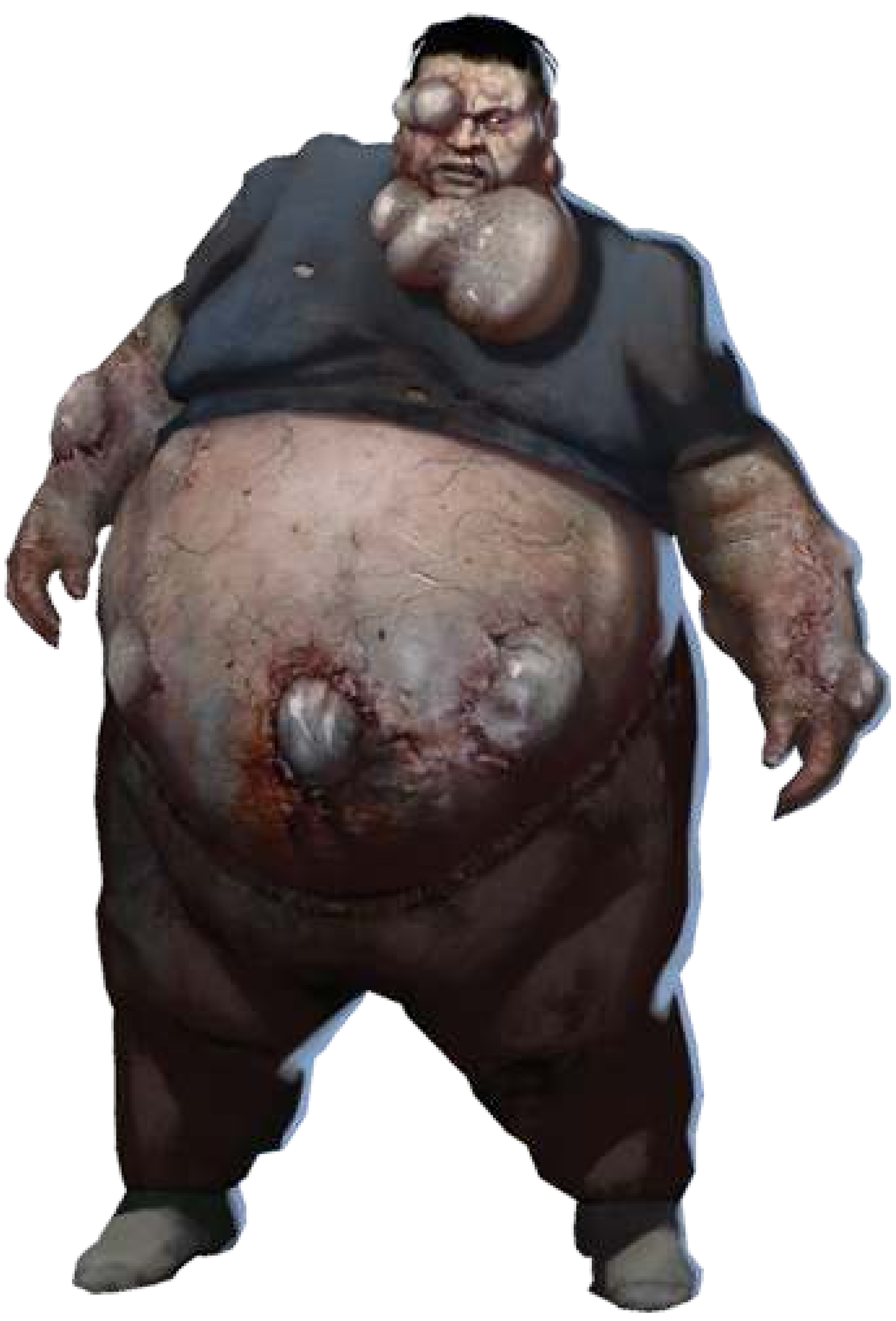
Stay away from cemeteries. That's where the zombies are coming from.

False. There have been no confirmed reports of the dead literally rising from the grave. The infection seems to have affected only the recently deceased.

As a result, zombies are much more likely to be found at hospitals, coroner's offices, funeral homes, and crematoriums. Quarantined buildings and evacuation centers are also likely locations and are best avoided.



The Boomer



The infection has reacted abnormally in this bloated variant. while most infected seem immune or show resistance to tissue decay, that is not the case with the Boomer. Along with exhibiting certain mutations, the Boomer is in an advanced state of decomposition.

Internal tissue decay has led to the buildup of of gases within the Boomer's body, explaining the round, distended shape of the torso and bubble-like growths beneath the skin. This condition is further exacerbated by the rapid production of bile within the gallbladder.

This essentially makes the Boomer a goo-filled balloon just waiting to pop. And that's exactly what occurs; when the Boomer is shot, he explodes and splashes anyone nearby with bile.

But that's not the worse of it. The Boomer's bile contains some chemical property that attracts common infected, prompting them to wildly attack anyone coated with the viscous muck.

As a result, the Boomer often uses the bile as a wepaon, vomiting on survivors to trigger a massive swarm attack.

Anti-Boomer Tactics

The Boomer is a highly volatile target and should be dealt with delicately. When you encounter a Boomer at close range, don't shoot at it.

Doing so only coats you and your teammates in bile, triggering a swarm attack. Instead, melee the Boomer, pushing him away from you. Backpedal to a safe distance and shoot him.

When a Boomer is lurking nearby, you can hear grunting and belching sounds. So listen carefully and be ready to respond with a melee attack.

Boomers have very low health and can take only a few shots before exploding. A single shotgun blast or a sniper rifle round has the same explosive effect.

When you are coated with a Boomer's bile, your vision is obscured for several seconds by the thick yellowish goo. Instead of shooting wildly at the incoming horde, resort to melee attacks until your vision is restored.

This prevents you from accidentally shooting teammates. Tossing a pipe bomb can also come in handy, helping distract the infected until you can see again.

If teammates are covered in bile they are highlighted with an orange silhouette. Upon closer inspection, you can see that they're dripping with bile. Help them fight off the attcking infected until their vision in restored.

Because of the low health and limmited mobility, Boomers rarely expose themselves in open areas. Instead, they usually hide behind corners, waiting to vomit on survivors.

Anti-Survivor

The white reticle in the centre of the screem is the Boomer'saiming indicator. But the vomit attack has a very short range, so pay close attention to the reticle beofre losing your lunch-the reticle turns red whena survivor is within range.

Only attack when the reticle is red; otherwise, your bile will fall short of the target. After vomiting, more bile must be built up before you can attack again, as indicated by the circular red meter in the bottom-left corner of the screen.

Boomers have a very short life span, so embrace their volatility. Immediately following a vomit attack, charge directly toward a group of survivors. There's a good chance one of them will shoot and kill you.

But don't feel bad; your bile will likely coat some or all of the survivors, triggering a swarm attack.

Such suicide attacks are often preferable to hiding out and waiting for your bile levels to build up for another vomit attack. Chances are you'll be shot before you can attack again.

In addition to the vomit attack, the Boomer can perform a standar melee attack. SO try to swipe at a survivor during melee fights. It's tough to get more than one hit in before being blasted, but it's better than nothing.

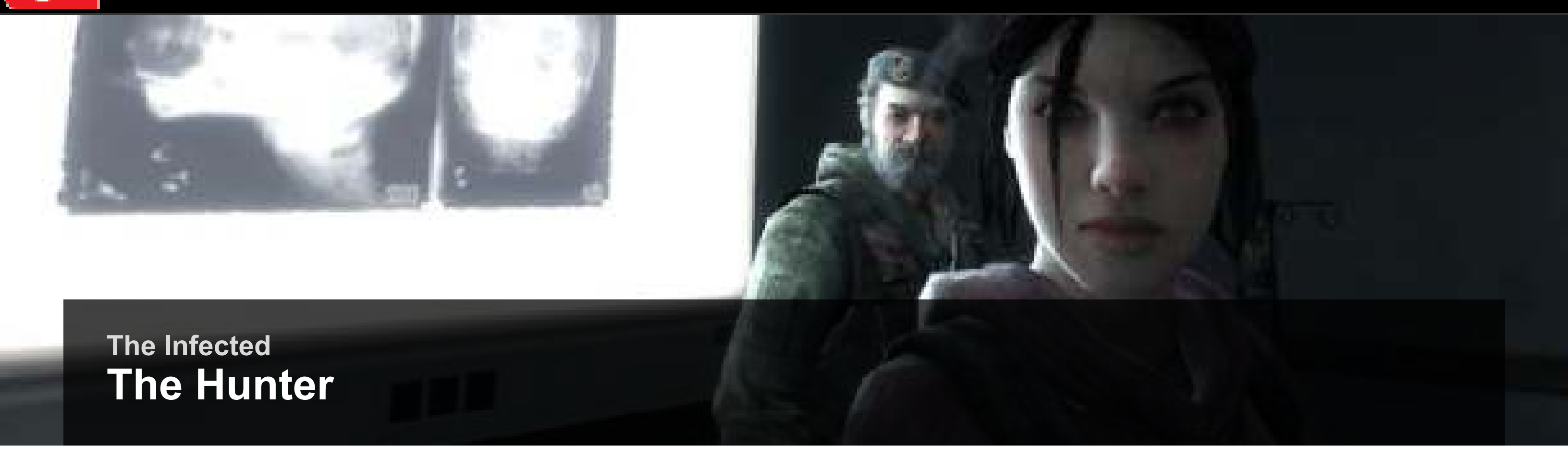
A Boomer-initiated swarm attack is a great way to launch a coordinated ambush. Once the Boomer has vomited or exploded on at leats one survivor, the team's Hunters and Smoker should attack.

Spawn as close to the survivors as possible, preferably right before you attack. This cuts down ontravel time and gives the survivors less warning.

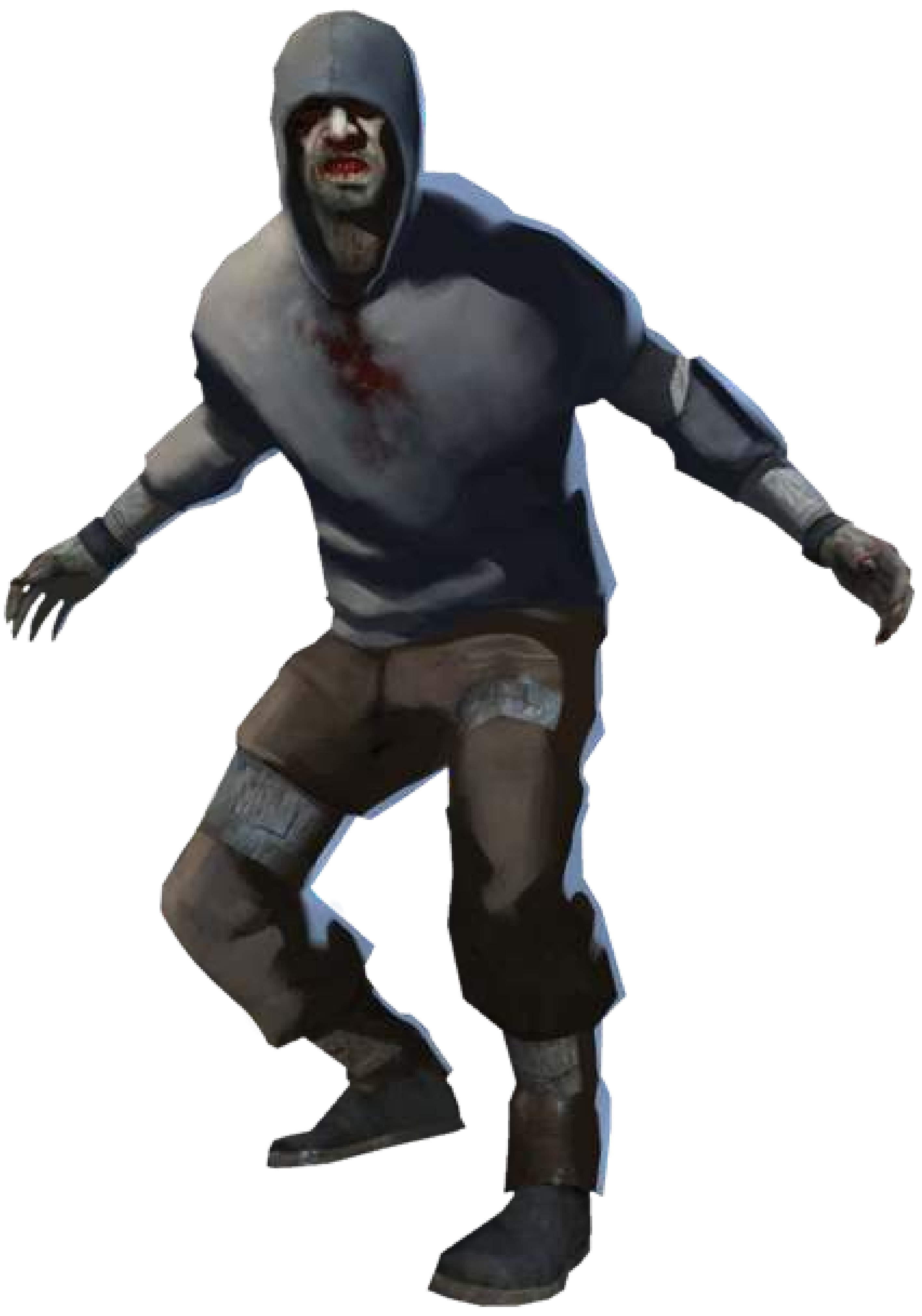
As soon as you spawn, they'll hear your burps and grunts, giving them a chance to prepare from a Boomer attack. The less warning you give them, the more effective your attack will be.

Embrace your role as a bile bomb! Infected can access rooftops and other high points inaccessible to survivors. So lookk for opportunities to drop onto survivors from high elevations.

The fall damage incurred from long droips usually proves fatal, but if you land close enough to the suvivors they'll all get covered in bile.



The Hunter



Some survivors have reported seeing infected leaping great distances, pouncing on the living and tearing into their flesh with animal-like claws.

At first, such terrifying accounts were ignored, believed to be unreliable reports from panicked survivors suffering from post-traumatic stress syndrome.

Others theorized that these attacks were actually performed by large cats that escaped from zoos. Still, the reports persisted and these shadowy infected attained an appropriate yet disturbing nickname: Hunter.

Little is known about the Hunter's physiology, but the infection seems to have caused mutations in the legs, giving this infected leaping abilities similar to those of a frog.

The long, sharp claws growing from the fingertips are another notable mutation, allowing the Hunter to slice through clothing, flesh, and even bone.

Outside of his abilities and easily disguised mutations, the Hunter has no distinguishing characteristics, making it easy for him to blend in with the common infected.

This is perhaps the Hunter's most terrifying attribute and helps explain why some survivors have reported seeing these infected attacking from "nowhere."

Anti-Hunter Tactics

Hunters produce a distinctive raspy growl when stalking nearby, so keep on your toes when you hear this. When attacking, they emit a high-pitched shriek as they fly through the air.

Looking for Hunters? They're always dressed in gray hooded sweatshirts. They're also the only infected that can crouch low to the ground like a frog. They must crouch before they leap, so be prepared for an attack when you see a Hunter take a low stance.

The Hunter's primary attack is the leap. If leaping at a survivor, the Hunter will pin his prey and begin slashing away. The victim is completely helpless if this occurs, so it's up to teammates to engage the Hunter.

When attacking a Hunter on top of a pinned teammate, use melee attacks to knock him off. This prevents you from injuring your teammate with friendly fire—an important consideration when you're equipped with a high-powered weapon like a shotgun or sniper rifle.

But be prepared to shoot the Hunter as soon as he's knocked off your teammate. Otherwise, he will attack again.

It's possible to blast a Hunter and kill him as he leaps through the air. But due to the speed of the Hunter, killing a Hunter outright is difficult. Shotguns are most effective at killing Hunters in mid-flight.

A Hunter's pinned victim is highlighted with a red silhouette, making your teammate easy to locate even when out of sight. Rush in the direction of the Hunter and save your teammate before it's too late.

Anti-Survivor Tactics

When playing as the Hunter, make a habit of moving around while crouched. Crouching charges the Hunter's leap attack, as indicated by the circular red meter in the bottom-left corner of the screen. The reticle in the center of the screen also tracks this.

When the Hunter is crouched a gray line circles around the reticle in a counterclockwise fashion. When the gray line becomes a ring, it turns white, indicating that a leap attack is possible. While still crouched, press the fire button to perform a leaping attack.

If you successfully pin a target, continue holding down the fire button to slash away at your victim with the Hunter's claws. Continue attacking until you're attacked with a melee strike or killed by another survivor.

Although the Hunter can run around in an upright position, it's far quicker (and safer) to travel by leaping. Simply keep the crouch button depressed and leap from one spot to the next.

This not only allows you to cover great distances, it also makes you much harder to hit. However, it isn't very stealthy since the Hunter shrieks with each leap. After each leap keep the crouch button depressed—if you stand up, it takes longer to recharge the leap attack.

If you land near survivors, they're affected by a small concussive impact that causes them to stumble backward for a few seconds, buying you more time to attack or escape.

Sometimes survivors separate, providing the perfect opportunity to pounce. Try to isolate lone survivors located on higher or lower elevations than their teammates.

You might be able to incapacitate or kill a lone survivor whose teammates have no way to get back to the attack site to stage a rescue attempt. Most maps have critical one-way elevation transitions where such attacks are very effective.

In most cases, Hunters must rely on their teammates to stage successful attacks. Try letting a Smoker drag prey away from the main group, then pounce once the snared survivor is isolated. This frees up the Smoker to attack again and gives you an easy target.

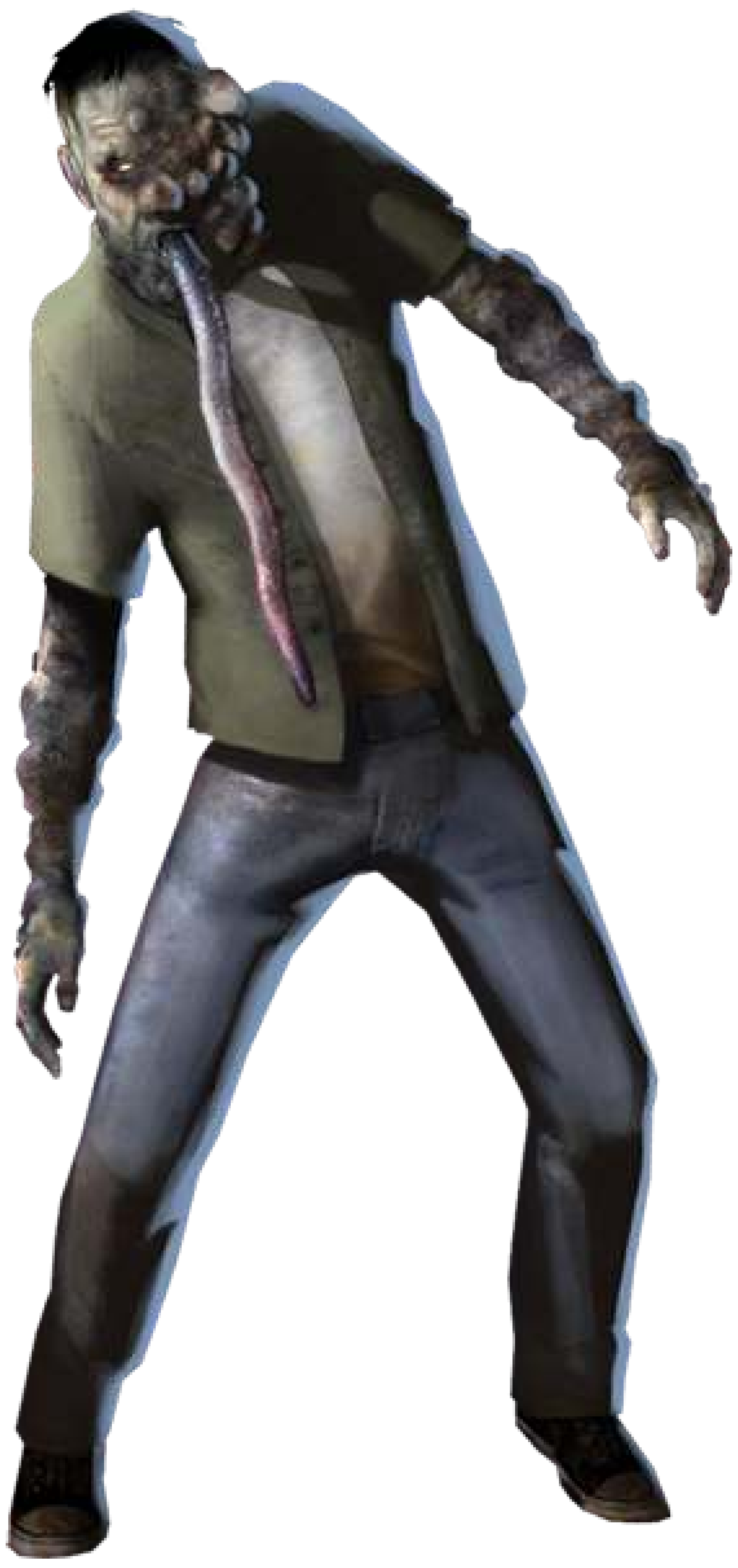
Survivors blinded by a Boomer's bile also make easy prey. For best results, wait until a swarm attack has commenced before leaping into action. Avoid leaping into a group of survivors on your own—you won't last long.

When leaping long distances it may be necessary to aim up, to compensate for range. This launches the Hunter in an arc-like trajectory, allowing you to cover more ground.

It may take some practice, but once you get the hang of it, it's a great way to travel far in a short span of time.

The Infected

The Smoker



When Smokers were first encountered, it was believed the common infected were using ropes or similar implements to lasso and drag survivors great distances.

The prospect of the infected using such tools and advanced tactics had a chilling impact on survivors. But the truth behind these attacks was even more unsettling.

In some infected, mutations have rapidly altered the length and function of the tongue, giving it the ability to snatch prey and either drag or constrict victims.

Severed tongues from neutralized specimens have measured up to 50 feet long.

The Smoker's skin is covered with boils and growths. It's been theorized that these skin abnormalities are the source of the green gas emitted by these special infected, but there's no hard evidence to indicate how or where these noxious fumes are generated.

This green "smoke" gave rise to this variant's popular but somewhat misleading name.

Military and law enforcement personnel have reported Smokers exploding when fired upon, emitting large clouds of this putrid but otherwise harmless gas.

Anti-Smoker Tactics

The Smoker is a huge threat to maintaining team cohesion. Their ability to pull a teammate away from your group is one of the most effective infected attacks because it allows them to isolate targets and attack them on their own, without support from other infected.

Listen closely for nearby Smokers. They make gasping and coughing sounds, undoubtedly caused by the gas they produce.

If a teammate is ensnared by a tongue attack, quickly locate the responsible Smoker and shoot him. If the Smoker isn't within view, perform a melee attack on the tongue to release your teammate.

Avoid shooting the tongue to prevent inflicting friendly fire on your teammate. Once a Smoker has snared and released a target, he can't attack for several seconds. Use this time to hunt him down before he can strike again.

If you're grabbed by a Smoker's tongue there are a few things you can do to escape. First, turn toward the Smoker and shoot him. If being dragged from long range, you will have a few seconds to fire your selected weapon.

As the Smoker draws you closer, you lose the ability to fire your weapon, and the camera switches to a third-person view.

At this point, try to wiggle your way out of the Smoker's grip by quickly moving back and forth. You'll eventually be trapped as the Smoker performs melee attacks or constricts you.

During this stage of the attack you must rely on a teammate to set you free, otherwise you'll be incapacitated and possibly killed if nobody responds.

The green gas emitted by a Smoker during death is not harmful, but it causes survivors to cough and gasp for air while moving through these clouds.

Furthermore, the gas inhibits vision, preventing you from seeing clearly. So move through these noxious fumes as quickly as possible.

Like Hunters, Smokers can blend in easily with the common infected. They wear blue pants and a green shirt. What may look like a red necktie is actually the tongue.

They're also easy to distinguish thanks to the small cloud of green smoke surrounding them. Traces of this smoke are left behind as the Smoker moves about—this can sometimes be used to track them.

Anti-Survivor Tactics

The Smoker is the infected equivalent of a sniper, the only variant that can stealthily attack at long range. The white reticle in the center of the screen is the aiming indicator for the Smoker's tongue attack.

Pay close attention to the reticle before attacking. When placed over a survivor who's within range, the reticle turns red—press the fire button to snare the survivor within your sights.

If a target is within the reticle but it's still white, the survivor is out of range. Move closer and attack only when the reticle is red.

After a successful attack, the Smoker's tongue attack must recharge, as indicated by the red circular meter in the bottom-left corner of the screen.

Once a victim is snared the Smoker can inflict two kinds of damage: melee and constriction. If there are no obstacles between you, your victim is pulled directly to you, allowing you to pummel the survivor with your fists—just hold down the fire button.

However, there are times when survivors get hung up on objects while being dragged toward you. In these circumstances, when a survivor can be dragged no farther the tongue takes over, automatically constricting the victim.

The damage output of melee-based and constriction-based attacks is identical, so there is no benefit to one over the other.

However, constricting a victim allows the Smoker to inflict damage at range, often while remaining concealed, so always look for constriction opportunities. For example, try targeting survivors through chain-link fences or other barriers.

They'll be pulled up against the fence, allowing you to hang back, preferably behind a piece of cover. You cannot move while the tongue attack is active, so scout out your location carefully before attacking.

When possible, attack survivors from rooftops or other elevated positions. While your tongue can't pull a survivor to the top of a roof, your victim gets pulled up along the side of the structure and then dangles helplessly while the tongue inflicts constriction damage.

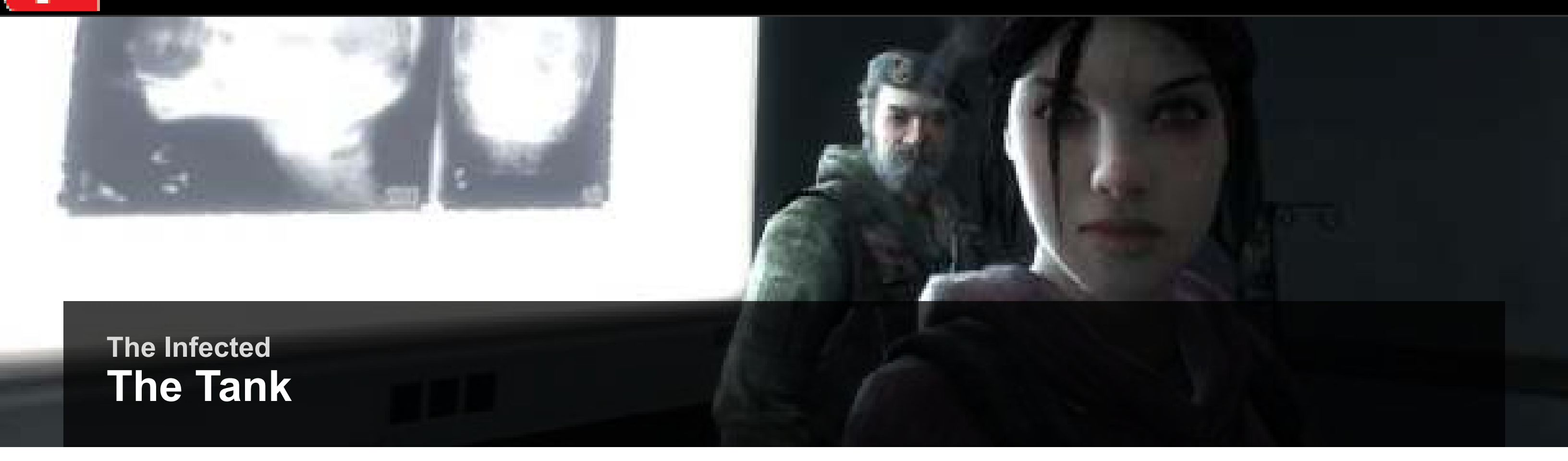
Furthermore, the edge of the rooftop usually provides cover, preventing the other survivors from targeting you.

The Smoker's long-range attack is a great benefit to teammates. Pull a survivor into an isolated area or room so your Hunter or Boomer teammates can attack without exposing themselves to the full group.

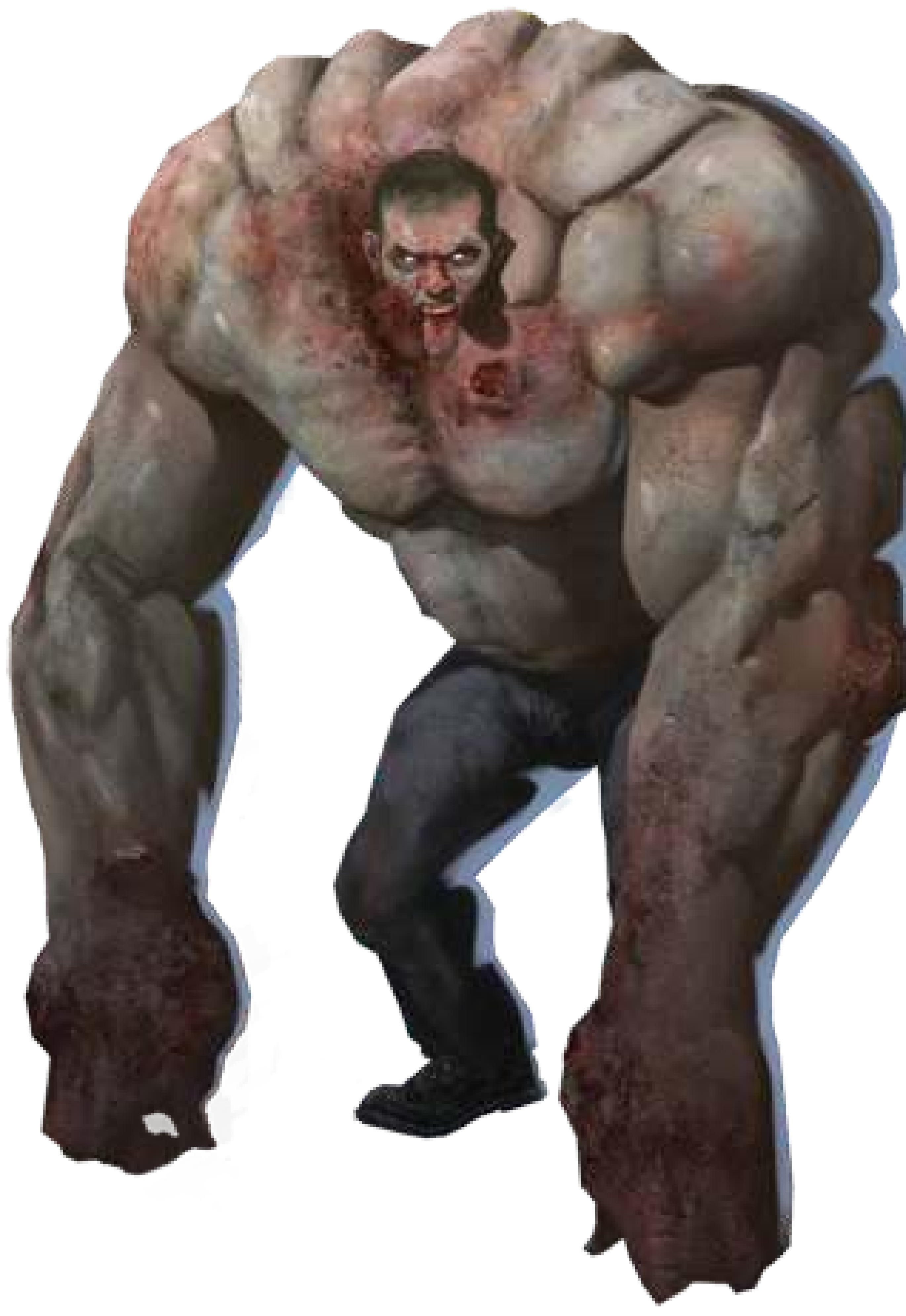
Like the Hunter, the Smoker can benefit greatly from exploiting areas with one-way elevation transitions. Wait for three of the survivors to drop to a lower level and then snare the lone straggler.

If you remain concealed, you can constrict or pummel your prey to death with no fear of retaliation.

With no way to get back up and rescue their teammate, the survivors will simply have to press on without their comrade.



The Tank



The full mutative qualities of the infection are in full effect in this muscle-bound variant commonly referred to as the Tank. Instead of promoting tissue decay, the infection has triggered a massive growth spurt, resulting in the rapid development of muscles.

The muscles not only give the Tank incredible strength but also serve as a type of organic body armor, preventing bullets from penetrating and damaging vital organs. At least that's a theory as to why the Tank seems nearly invincible to small-arms fire.

Although Tanks are rare, a few survivors have had run-ins with these terrifying behemoths.

They tell tales of Tanks possessing superhuman strength, capable of picking up and heaving large objects, including boulders, massive chunks of concrete, and even forklifts.

While all infected have melee attacks, the Tank's are by far the most deadly. By some reports, Tanks have sent victims flying over a hundred yards with one swipe.

Anti-Tank Tactics

The Tank is by far the most deadly of the infected and must capture the attention of the entire team if you have any hopes of killing one. Although incredibly strong, the Tank isn't very fast.

It's entirely possible to backpedal while firing at the Tank without getting touched. But that's assuming you don't run out of room or back into a corner—in which case you're pretty much screwed.

You can hear a Tank long before you can see him. His thundering footsteps echo throughout a level once he's spawned, providing your team with plenty of time to prepare for an attack.

Use this time wisely to relocate to an open area that will allow you to evade his attacks. The sound of his footsteps is accompanied by foreboding music, so there's no mistaking his arrival.

Assault rifles and auto shotguns are the most effective weapons for killing a Tank. Their high damage output and rapid rates of fire can quickly deplete a Tank's health.

If a Tank stops and picks up an object, he's preparing to heave it in your direction. Instead of backpedaling, move laterally (strafe) to avoid getting smashed by the incoming projectile.

When first encountering a Tank, try to smack him head on with a molotov cocktail. Setting a Tank on fire (with a molotov or ignited fuel can) initiates an internal death timer, giving the Tank only 30 seconds to live, regardless of what his health bar reads.

But fire also slowly eats away at the Tank's health. So if you keep shooting a Tank that's on fire, you can easily kill it, even before the 30-second death timer counts down.

Tanks have more health than any of the infected. At the hardest difficulty their health tops out at an enormous 8,000 hit points. This is when fire becomes an essential Tank-killing tool.

Simply light one on fire and evade for the remaining 30 seconds. Shooting it just wastes ammo.

Anti-Survivor Tactics

In versus mode, the Tank spawns usually no more than twice in a map. Who spawns as the Tank is chosen randomly among your teammates.

But everyone is notified when a Tank is about to spawn, warned by a message that appears in the center of the screen—included in the message is the name of the player who will spawn as the Tank.

The Tank has two attacks: a standard (yet powerful) melee attack and his throw attack. The melee attack is the most effective and can be delivered at more frequent intervals.

When initiating the throw attack you must first stop, pick up an object (usually a chunk of concrete), and throw it.

While remaining still you present an easy target for the survivors, so stay on the move and chase down the survivors while taking swipes at them.

While playing as the Tank, there's a white progress bar on the right side of the screen. This is the control bar.

Every second you're not attacking a survivor, the white bar decreases, indicating how long you have until you lose control of the Tank—if this bar is depleted entirely, another player is given control.

To prevent this you must hit a survivor to reset the control bar. So you must play aggressively as the Tank and stay on the attack at all times. There's no time to hide and set up ambushes.

Since the survivors can outrun the Tank, look for opportunities to corner your prey. If you can get a survivor up against a wall, you can dish out some serious damage with melee attacks. But once a survivor is incapacitated, don't keep pummeling.

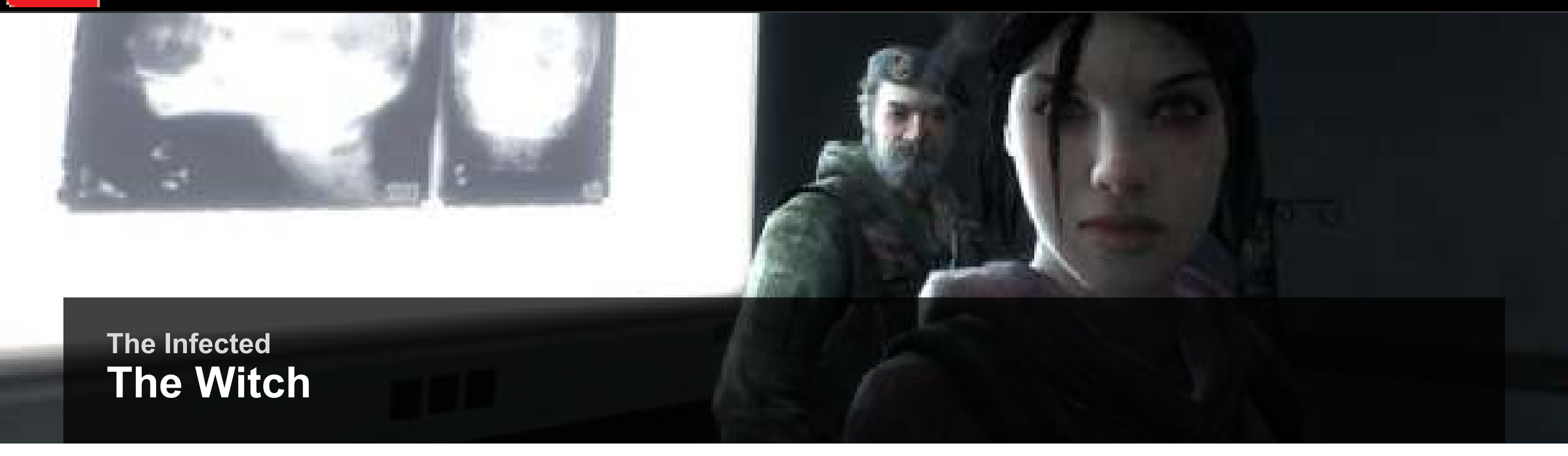
Instead, move onto another target. The main goal is to incapacitate the other team. It isn't necessary to kill them. If they're all incapacitated, there's no one left to revive them, ending the match.

Tank attacks generate all sorts of panic among the survivors, creating the perfect opportunity for your teammates to attack. If your teammates spawn as a Smoker and two Hunters at the time of the Tank attack, you can really pour on the hurt.

While the Tank engages one survivor, the Hunters and Smoker can pin and ensnare the other three, practically neutralizing the opposing team within a matter of seconds.

If you spawn as a Tank on a rooftop or other area with long drops, try to knock survivors off these high areas—the hospital rooftop at the end of *No Mercy* is the perfect location for such attacks.

One hit in the proper direction can send a survivor flying off a rooftop in a fatal plunge. This is by far the quickest way to kill a survivor.



The Witch

When reports of women viciously attacking first responders initially surfaced, the incidents were not immediately linked to the outbreak. These were largely thought to be isolated incidents caused by women who had “snapped” due to the stresses of the crisis.

But as more detailed reports trickled in, it became clear that these were more than women suffering a psychological breakdown.

All the attackers exhibited similar attributes and characteristics, including pale white skin, long claw-like fingers, and glowing red eyes—clearly signs of infection-based mutations.

Furthermore, they were all sobbing uncontrollably when discovered, a behavior that has caught many a good samaritan completely unprepared. As word of similar attacks spread, these infected became known as Witches.

Firsthand accounts of Witch attacks are rare and somewhat dubious, but that hasn’t stopped the proliferation of rumors and tall tales. In some of these stories individual Witches have been credited with wiping out entire squads of well-armed troops.

While the body counts differ from story to story, there are a few disturbing common threads in these tales: the Witch’s alarming speed, her tenacious ferocity, and extreme resilience.

Anti-Witch Tactics

While aggressive behavior is a common trait shared by all infected, the Witch is the only variant that has a truly passive side.

It’s entirely possible to walk past a Witch (at a distance) without provoking her. But if startled she will attack, singling out the individual responsible for the disturbance.

As with Tanks, the presence of a Witch is easy to detect if you listen closely. For one, she has her own spooky musical soundtrack, which plays as long as you’re within her area.

Second, you can hear her crying, creating a very eerie atmosphere—the closer you get, the louder the cries become. So when you hear these cues, pay very close attention and consider slowing down until the Witch’s location is revealed.

Witches are very sensitive to light, so turn off all flashlights when one is detected. Shining a flashlight directly in a Witch’s eyes is a good way to get your face torn off.

Like all infected, Witches are randomly spawned by the director to increase the difficulty. Sometimes they’re placed in areas that can be bypassed, and at other times the director puts them right in your team’s path.

In these cases you must kill the Witch. Distance is your best ally when confronting a Witch, so back off as far as possible before opening fire. When everyone is at maximum range, open fire simultaneously.

The Witch will come charging at the first player who hit her, so if that teammate is knocked down, be sure to provide protection. Given the Witch’s speed, it’s tough to score headshots, but this is by far the quickest way to kill her.

If you can’t engage a Witch at long range, look for other ways to delay her attack. If she’s in a room, toss a molotov at her and shut the door.

She’ll eventually claw her way through the door but will sustain heavy damage from the molotov while doing so. Pipe bombs will not draw her attention, but she will attack whoever threw it.

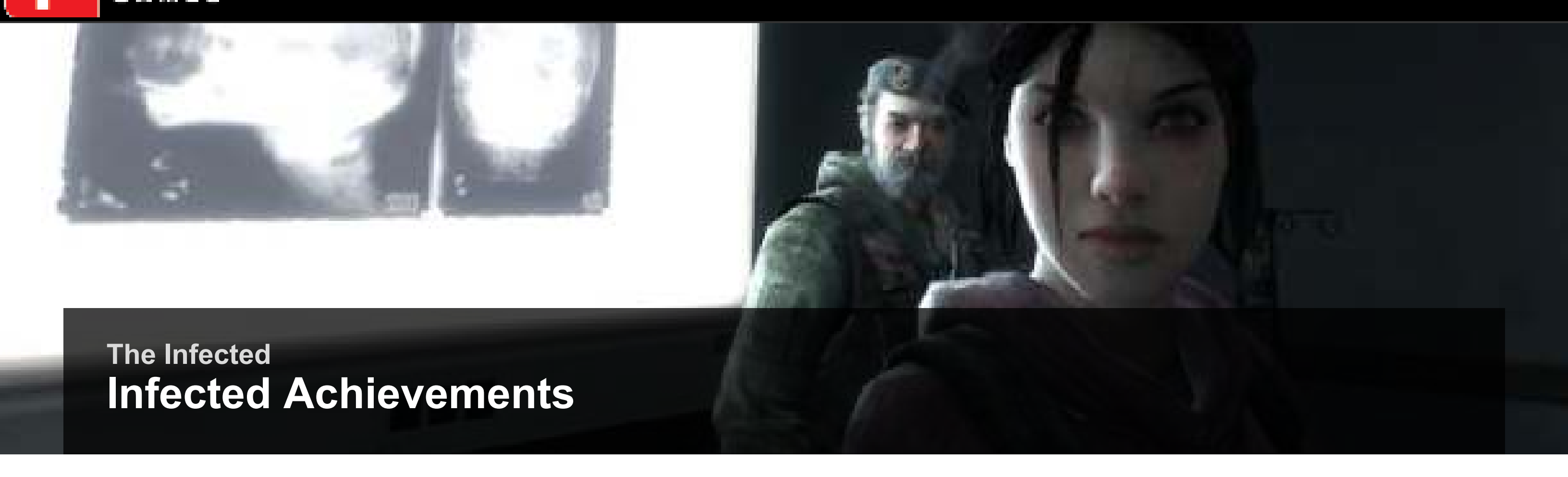
Sometimes Witches are spawned next to cars equipped with alarms, testing your team’s ability to remain calm. If the car alarm is set off it not only startles the Witch but also triggers a swarm attack.

This is a very bad situation and is best avoided, but if it occurs, kill the Witch first, then turn your attention to the incoming horde.

Tip

The Witch is not playable in versus mode but still makes appearances determined by the director. The infected team should always try to set up ambushes near witches in an attempt to cause the survivors to startle her.

She’s a very powerful force in multiplayer for the infected, so take advantage of her.



Infected Achievements

Common Infected Achievements

Name: 101 Cremations
Description: Set 101 infected on fire
Gamerpoints: 20

Name: Pyrotechnician
Description: Blow up 20 infected in a single explosion
Gamerpoints: 20

Tips: Toss a propane or oxygen tank into a large gathering of infected, then shoot the tank to trigger a massive explosion. Try doing this during a swarm attack to ensure you kill at least 20 infected. Pipe bombs rarely attract enough attention to eran this achievement, plus they have a relatively small blast radius.

Name: Spinal Tap
Description: Kill an infected with a single blow form behind
Gamerpoints: 10

Tips: Perform this hit against one of the idle infected. They're usually facing a wall with their heads buried in their arms. Turn off your flashlight, sneak up behind one, and smack your victim in the back of the head for a one-hit melee kill.

Name: Zombie Genocidest
Description: Kill 53,595 infected.
Gamerpoints: 20

Tips: Just keep playing. The stat is tracked across all game modes, so every zombie you kill while playing under that same gamer profile is counted toward this achievement.

Boomer Achievements

Name: Barf Bagged
Description: Cover four survivors with Boomer bile at once.
Gamerpoints: 20

Tips: Hitting all survivors with one vomit attack can be tough. For best results, try to ambush the survivors in a narrow choke point, such as a doorway, alley, or stairwell. It can also be possible to hit them as they exit a safe house.

Name: Blind Luck
Description: You or another survivor takes no damage after being vomited on by a Boomer.
Gamerpoints: 20

Tips: Surviving a swarm attack without taking damage can be tough, but it's not impossible. It's easiest if you're in a room with only one entry point. That way you and your teammates can focus your fire on a single doorway to eliminate the stampeding horde before they can advance to melee range.

Name: Clean Kill
Description: Shove a Boomer and then kill him without him splashing on anyone.
Gamerpoints: 10

Tips: This one's easy as long as your teammates keep their distance. When encountering a Boomer at close range, simply use a melee strike, back up, and shoot him. If nobody is covered in bile following the explosion, you'll earn the achievement.

Hunter Achievements

Name: Dead Stop
Description: Punch a Hunter as he is pouncing
Gamerpoints: 10

Tips: This is easiest if a Hunter is leaping directly at you. If you time it just right, you can hit him with a melee strike just a she leaps through the air. But just like hitting a fastball, it takes precise timing to pull thiss off; otherwise, you'll be pinned.

Name: Double Jump
Description: Pounce on two different survivors in one life as a Hunter.
Gamerpoints: 20

Tips: When knocked off a survivor with a melee attack, immediately leap onto a sexond survivor. If that's not possible, leap to safety and regroup. If you can get away and pin a different survivor, you'll earn thsi achievement. But it's not easy, so it may take several attempts.

Name: Hunter Punter
Description: Shove a Hunter off of a pinned and helpless survivor.
Gamerpoints: 10

Tips: Simply use a melee strike on a Hunter that has pinned a teammate to earn this achievement.

Name: Jump Shot
Description: Headshot a Hunter while he's leaping.
Gamerpoints: 20

Tips: Like *Dead Stop* , this requires precise timing and aim. To increase your chance of scoring a headshot, use a shotgun or a full auto-burst from an SMG or assault rifle.

Smoker Achievements

Name: Chain Smoker
Description: Constrict two survivors in one life as a Smoker.
Gamerpoints: 20

Tips: This is easiest if attacking from a rooftop or elevated position. Grab and constrict one survivor while remaining concealed. Once your first victim has been rescued, recharge your attack and grab a second survivor. A different survivor must be attcked and constriction damage (even minimal) must be dealt in both cases.

Name: Drag and Drop
Description: Rescue a survivor from a Smoker's tongue before damage is taken.
Gamerpoints: 20

Tips: React quickly and target a Smoker just as a teammate is being dragged. During this portion of the attack, no damage is inflicted on your teammate. If possible, strike the tongue with a melee attack for a quick release. Otherwise, shoot and kill the Smoker.

Name: No Smoking Section
Description: Kill 10 Smokers as they are pulling helpless survivors.
Gamerpoints: 15

Tips: You must kill the Smoker while he's dragging a teammate. The kill won't count if your treammate is being pummeled or constricted at the time of the kill. It must occur during the drag portion of the attack.

Name: Tongue Twister
Description: Free yourself from a Smoker who has grabbed you with his tongue
Gamerpoints: 20

Tips: The easiest way to earn this achievement is by shooting the Smoker, but you can also free yourself by shaking loose while being dragged. Once constriction or melee damage has been dealt, you must rely on a teammate to save you.

Tank Achievements

Name: All 4 Dead
Description: Kill all four survivors in one life while playing as a Tank.
Gamerpoints: 30

Tips: This is nearly impossible unless the survivors are all at low health. So it's up to your team to deal as much damage as possible before the Tank spawns. If you spawn as the Tank, focus on incapacitating the survivors one at a time - they'll be highlighted with a red or orange silhouette.

Name: Man vs. Tank
Description: Single-handedly kill a Tank.
Gamerpoints: 30

Tips: This achievement requires the cooperation of your teammates. Tell them to hold their fire and simply evade the Tank's attacks. Meanwhile, engage the Tank on your own, preferably using an auto-shotgun or assault rifle. For best results, attempt this achievement on a low difficulty setting so the Tank doesn't have much health to begin with. This will not work in single-player because your AI-controlled teammates automatically engage the Tank.

Name: Tank Busters
Description: Kill a Tank without him dealing any damage to a survivor.
Gamerpoints: 20

Tips: Attempt this achievement at one of the easier difficulty settings, otherwise it's very tough. The terrain largely dictates your team's success. If you can continue backpedalling while shooting, you can all avoid getting hit by the Tank. But this only works in large open areas.

Name: Towering Inferno
Description: Light a Tank with a molotov.
Gamerpoints: 10

Tips: If you have trouble targeting a moving Tank, wait until he stops to pick up an object to throw. But act quickly or else you may get hit by the flying projectile before you can toss the molotov.

Witch Achievements

Name: Burn the Witch.
Description: Light a Witch with a molotov.
Gamerpoints: 10

Tips: Don't wait until she attacks. Toss a molotov at her while she's crying and in a seated position - then be ready for the consequences.

Name: Cr0wned
Description: Kill a Witch with a single headshot.
Gamerpoints: 30

Tips: Startle a Wicth and then shoot her in the head with a sniper rifle as she charges at you. Make sure nobody esle on your team fires. Only attempt this at long range so you can fire follow-up shots if the first on emisses.

Name: Do Not Disturb
Description: Sneak past all Witches in a campaign without disturbing one.
Gamerpoints: 20

Tips: Earning this achievement depends largely on the director's placement of Witches, but if you keep your flashlight off and crouch while moving, you can sneak past most of the Witches the director throws at you.

Name: Witch Hunter
Description: Kill a Witch without any survivors taking damage form her.
Gamerpoints: 20

Tips: Distance is the key to earning this achievement. Attack a Witch at extreme long range, preferably with four assault rifles. If you're back far enough and land your shots, you should be able to kill the Witch before she advances to melee range. If necessary, have the targeted teammate backpedal as the Witch draws near.

Weapons and Supplies

Standard Weapons

Surviving an outbreak is more complex than running from safe house to safe house in search of rescue.

You must defend yourself against the growing population of the undead, and doing so requires a firm understanding of firearms and the specialized tactics associated with each type.

In this chapter we take an in-depth look at each weapon, providing stats and vital employment tips, helping you make each shot count.

During your trek you'll also encounter a variety of supples and pickups your group of survivors can use to their advantage. These items and all health supplies are also discussed, so pay close attention.

These basic weapons are available at the start of every movie. They can also be found in early-stage safe houses.

Although they lack some of the advanced features of the weapon upgrades, they're still formidable weapons capable of dealing with any threat the director throws at your team of survivors. But choose your weapons wisely.

Always start with a mix of SMGs and pump shotguns to balance out your team's capabilities.

PISTOL

Damage: Low

Penetration: Low

Accuracy: Moderate

Range: Short–Intermediate

Rate of Fire: Moderate

Reload Time: Fast

Fire Mode: Semi-automatic

Magazine Capacity: 15 (30 for Dual Pistols)

Ammo Count: Unlimited

Description

Based on a popular design dating back nearly a century, this semi-automatic handgun is a formidable backup weapon. Its widespread use among police departments, the military, and civilians ensures it's easy to find during any outbreak.

Although it's not the most powerful firearm available, it's quite accurate and can fire multiple rounds in a short span of time.

Furthermore, a spent magazine can be ejected and a fresh magazine loaded within a few seconds. Since the weapon can be operated with one hand, a shooter can carry and fire two pistols simultaneously.

Field Notes

The pistol suffers from low damage output and penetration. For best results, aim for the head for instant kills against common infected—all it takes is one shot. Otherwise it may take two or three rounds to the chest to guarantee a kill.

Pistol rounds cannot sever limbs or decapitate, no matter how many shots are fired.

Two pistols are always better than one. Look for pistols lying around and pick one up so you can wield dual pistols.

This essentially doubles the pistol's magazine capacity, rate of fire, and damage output. There is no downside. Once a second pistol is acquired, it cannot be dropped unless you're killed.

The pistol has an unlimited supply of ammo, so use it as frequently as possible to conserve ammo for your primary weapon. Equip it when engaging isolated threats in low-density areas.

Then switch to your primary weapon when dealing with larger groups or infected bosses.

When armed with a shotgun, use the pistol to engage threats at intermediate to long range. It's far more effective at these distances than either shotgun.

If you're incapacitated and lying on your back, the pistol is the only weapon at your disposal. While the situation is desperate, it's not completely hopeless. Continue firing on nearby threats while waiting for a teammate to revive you.

Pistol Achievements

Name: Akimbo Assassin

Description: Survive an entire campaign using only pistols.

Gamerpoints: 30

Tips: This is tough and is best attempted at the easier difficulties or when playing with a competent team willing to cover you for an entire campaign. Avoid picking up any other weapons while attempting this achievement.

Name: Ground Cover

Description: Save another survivor from a special infected while on the ground.

Gamerpoints: 30

Tips: While incapacitated and lying on your back, look around and open fire on a Hunter, Smoker, Tank, or Witch that is attacking a teammate. You must kill the attacker with your pistol(s) to get the achievement—it's easiest when targeting a Hunter or Smoker that has pinned or ensnared a teammate.

Pump Shotgun

Damage: High

Penetration: High

Accuracy: Low

Range: Short–Intermediate

Rate of Fire: Slow

Reload Time: Slow

Fire Mode: Pump-Action

Magazine Capacity: 8

Total Ammo Count: 128 + 8

Description

This is a standard 12-gauge pump-action shotgun, popular with law enforcement and civilians alike. It fires a lethal spray of lead shot in a wide spread pattern, ideal for engaging large groups of infected at close range.

After each shot, the spent shell must be manually ejected and a new shell loaded by working the pump-action handle, giving it a comparatively slower rate of fire than all the other weapons.

Loading time is also a concern, as the weapon must be loaded one shell at a time. But the awesome damage output more than makes up for these deficiencies.

Field Notes

This shotgun is an absolute meat-grinder at close range, capable of blowing off zombie limbs and heads with one shot.

Accuracy isn't a big issue either—just point and shoot. Severing a zombie's arms or legs is just as lethal as exploding its head or peppering its torso, so don't worry about fine-tuning your aim.

The weapon's shot is capable of penetrating multiple targets, so it's great during swarm attacks. For best results, aim at a doorway or another bottleneck to kill multiple zombies with a single shot.

The pump shotgun is the heavy hitter of the standard weapons and should always be equipped by at least one member of your team.

It's perfect for close-combat situations in buildings and other cramped spaces. While clearing interiors have teammates equipped with this weapon take the lead.

Make a habit of loading fresh shells into the weapon after each engagement. If the weapon runs completely dry, it will take several seconds to completely reload it, leaving you vulnerable to attack.

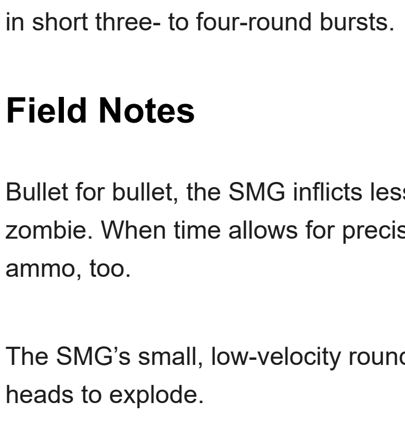
Like all weapons, the pump shotgun can be used as a melee weapon. This is critical and should become second nature, particularly when reloading or when confronting a Boomer at point-blank range.

The weapon's damage output is a double-edged sword, particularly when playing at the harder difficulties. One misplaced shot could seriously injure or incapacitate a teammate. So be extremely careful when firing around teammates.

If in doubt, use melee attacks until you can get a clear shot. This is critical when trying to knock away Hunters or Smokers, because attacking them directly could hurt a pinned or ensnared teammate.

The auto shotgun is better than the pump shotgun in all categories. So look for the opportunity to upgrade—and never downgrade.

Submachine Gun (SMG)



Damage: Low

Penetration: Low

Accuracy: Moderate

Range: Short–Intermediate

Rate of Fire: Very High

Reload Time: Fast

Fire Mode: Automatic

Magazine Capacity: 50

Total Ammo Count: 480 + 50

Description

Although illegal in most jurisdictions, automatic submachine guns like this are prized possessions of rural hunters and urban street gangs, making them relatively easy to find, regardless of setting.

What it lacks in stopping power, the SMG more than makes up for with its blazing rate of fire; it can empty its 50-round magazine in a few short seconds. As a result, ammo consumption is a serious concern, requiring great discipline from the shooter.

The high rate of fire also results in excessive recoil and muzzle climb. To conserve ammo and keep the weapon on target, fire in short three- to four-round bursts.

Field Notes

Bullet for bullet, the SMG inflicts less damage than the pistol. Therefore, it may take up to five rounds to neutralize a single zombie. When time allows for precise aiming, go for headshots for the quick takedown. Scoring headshots helps conserve ammo, too.

The SMG's small, low-velocity rounds don't have the power to penetrate multiple targets. Nor can they sever limbs or cause heads to explode.

Consider equipping the pistol when confronting individual targets or clearing low-density areas. This helps save your SMG's ammo for true emergencies.

Operating the SMG requires a cool head and a steady hand. Even during swarm attacks, avoid holding the trigger down for a long time.

This simply wastes ammo as your weapon pulls off target or pumps round after round into an already-neutralized zombie. And never swing the weapon left or right while firing—this is a good way to hit teammates. Lay off the trigger, aim, and then shoot.

At point-blank range, push zombies back before engaging them. If firing at such extreme close range, it's difficult to aim, and often bullets fly off target, over a zombie's shoulder.

After the melee attack, recenter your aim and perform a headshot as the zombie stumbles backward.

The SMG's low damage output and lack of penetration can work in your favor when engaging Hunters or Smokers attacking your teammates.

If you're not within melee range, simply shoot the attackers until they're no longer a threat. Even if you hit your teammate, it won't do too much damage.

The assault rifle has a lower rate of fire than the SMG, but in all other aspects, the assault rifle is a far superior automatic weapon. Upgrade as soon as possible.

Weapons and Supplies

Weapon Upgrades

These weapons are superior to the standard weapons and should be sought out at the earliest opportunity. Once they are acquired, avoid picking up standard weapons—they're considered downgrades. The locations of weapon upgrades are largely determined by the director, but the upgrades can be found in some static locations, including some safe houses.

Auto Shotgun

Damage: High

Penetration: High

Accuracy: Low

Range: Short–Intermediate

Rate of Fire: High

Reload Time: Slow

Fire Mode: Automatic

Magazine Capacity: 10

Total Ammo Count: 128 + 10

Description

This combat automatic shotgun performs similarly to the standard pump model but can be fired automatically by simply holding down the trigger.

The increased rate of fire is a welcome addition, particularly when confronting large swarms at close range. But unlike the other automatic weapons, it utilizes an under-barrel tube magazine that must be loaded one shell at a time, just like the pump shotgun.

However, the weapon's long reload time and limited range are its only drawbacks.

Field Notes

The damage output of the auto shotgun is identical to that of the pump shotgun, with the same spread and penetrative qualities. As a result, it's best employed at close range against tightly clustered targets. Take advantage of choke points for optimal results.

While the weapon's automatic functionality is useful during chaotic situations, avoid holding the trigger down. Unless engaging a Tank or Witch, one shot is usually enough to take down any targets you're pointing the weapon at.

Also, when it's fired automatically the weapon's recoil causes the muzzle to climb. So let the weapon settle before firing follow-up shots.

Always be aware of your backdrop. Teammates standing behind your target have a strong chance of being sprayed by penetrating shot. Firing the weapon automatically can pose a huge threat to your teammates, especially at the higher difficulty levels.

Like the pump shotgun, this weapon can sever limbs and heads with a single shot, so go easy on the trigger when engaging individual zombies.

Avoid shooting the auto shotgun at distant targets—it will do little to no damage, wasting ammo. Instead, rely on your pistol or the long-range weapons of your teammates to deal with such threats.

Keep the weapon loaded to capacity at all times. If the weapon runs dry, it must be reloaded one shell at a time. This can take several seconds thanks to the weapon's 10-shell magazine.

Be prepared to knock away zombies with melee attacks while reloading. Also, let your teammates know you're reloading, so they can cover you.

As with the pump shotgun, have teammates equipped with the auto shotgun take the lead when clearing building interiors or other confined spaces. They're best suited to engage infected that leap or rush around corners.

Assault Rifle

Damage: Moderate

Penetration: High

Accuracy: High

Range: Short–Long

Rate of Fire: High

Reload Time: Fast

Fire Mode: Automatic

Magazine Capacity: 50

Total Ammo Count: 360 + 50

Description

This is the standard-issue infantry assault rifle employed by the military and some police agencies. These rifles can usually be found in areas that have been overrun or completely abandoned by the armed forces and local law enforcement.

It's a highly versatile weapon perfectly capable of engaging targets at short, intermediate, and long range. Although equipped with automatic capability, it's most accurate when fired in short controlled bursts from a stationary, crouched stance.

Field Notes

The assault rifle is easily the most well-rounded weapon available thanks to its solid performance in a variety of situations and settings. It's a vast improvement over the SMG, so upgrade at the earliest opportunity.

While not as powerful as the shotguns, the assault rifle can still shear off zombie limbs and heads with a quick automatic burst.

Given the rifle's automatic capability and penetration power it's possible to score multiple headshots with a single auto burst. Bullets fired through one target's head continue traveling in a straight line, penetrating anything behind it.

Also, try aiming the rifle at head level and panning the crosshairs across multiple targets to decapitate a line of approaching common infected.

As with the SMG, avoid firing long bursts to enhance accuracy and conserve ammo. The assault rifle's recoil isn't as harsh as the SMG's, but muzzle climb is still a factor when firing lengthy bursts.

If you're running low on ammo, switch to the pistol and preserve the assault rifle's ammo for critical events like run-ins with Tanks or Witches. Two or three assault rifles firing on full auto can quickly deplete the health meter of a Tank or Witch.

When engaging targets at long range, always drop to a knee before firing. This not only increases the rifle's accuracy but also minimizes the effects of recoil.

During swarm attacks try to take advantage of bottlenecks such as doorways. Firing automatically into a doorway filled with infected is a great way to mow down large groups of infected in a matter of seconds.

Unlike the SMG's, the rifle's penetration ensures any targets behind the first row take damage.

Sniper Rifle

Damage: High

Penetration: High

Accuracy: Very High

Range: Intermediate–Long

Rate of Fire: Moderate

Reload Time: Slow

Fire Mode: Semi-automatic

Magazine Capacity: 15

Total Ammo Count: 180 + 15

Description

Primarily designed as a hunting rifle, this semi-automatic "ranch rifle" is fitted with a scope ideal for engaging targets at long range.

Constructed of blued steel and hardwood, the rifle is extremely durable and reliable. But its stopping power is its greatest asset—this is the quintessential one-shot, one-kill weapon.

However, unlike the other box magazine–fed weapons, the sniper rifle takes a while to reload.

Its relatively low rate of fire can also make it more of a liability than an asset in close-quarter engagements. But these are minor trade-offs when taking into account the weapon's awesome power.

Field Notes

The sniper rifle is the most specialized weapon available and is most effective at mid–long range. For this reason, equip your team with no more than one of these rifles—greater balance is required.

Use the rifle's scope only when a teammate is nearby to cover you. While peering through the scope it's easy to get flanked. In most situations, the crosshairs on the HUD are adequate for aiming.

This weapon delivers the same punch as a shotgun, but with far greater precision and range. There's no need to try for headshots. A single shot to the chest of a zombie is just as deadly. Single shots also sever limbs and explode heads.

Due to the rifle's penetrative power, a single round can pass through and kill multiple zombies. So don't be afraid to fire the rifle into large clusters of infected gathered in doorways or other choke points. Just make sure none of your teammates are in the path of the unstoppable bullet.

Despite its box magazine, the reloading process is cumbersome. So be ready to knock away infected with melee attacks while reloading.

Always supplement a sniper rifle with at least one assault rifle and one auto shotgun to balance out your team's firepower. You'll need the assault rifle's automatic fire and a shotgun's close-quarter proficiency to make up for the sniper rifle's shortcomings.

Avoid camping out on high perches and taking potshots at distant nonthreatening targets. It's important to keep moving. Otherwise the director just spawns more zombies. You'll run out of ammo long before the director gives up.

Minigun

Damage: High

Penetration: High

Accuracy: Moderate

Range: Intermediate–Long

Rate of Fire: Extreme

Reload Time: N/A

Fire Mode: Automatic

Magazine Capacity: N/A

Total Ammo Count: Unlimited

Description

Efforts to defend towns and evacuation centers prompted the military to place these devastating fixed weapons at critical sites, often oriented in a defensive posture. But in the haste to evacuate, these guns were left behind.

With its rotating barrel configuration, the minigun can fire several thousand rounds per minute, perfect for mowing down large swaths of infected. It does have a tendency to overheat, though, so you must pause for it to cool down.

Field Notes

The weapon's rotating barrels are driven by an electrical motor. When the trigger is depressed, the motor starts and the barrels begin to rotate.

It won't fire until the barrels are rotating at top speed, so be prepared for this one- to two-second delay when squeezing the trigger.

While firing, glance down at the barrels occasionally. If they begin to glow red, the weapon is close to overheating. Either lay off the trigger or continue firing until the weapon ceases to operate.

In either case, firing can resume within a few seconds. Consider disengaging and using your primary weapon until the minigun is ready to fire again.

The minigun has a very limited firing arc and is most useful for covering narrow fields of fire. For this reason it's important that at least one teammate guards the gunner, providing protection from flanking attacks.

Look for opportunities to kill infected bosses while firing the minigun. This is by far the quickest way to take out a Tank. But if the Tank moves out of the weapon's field of fire, ditch the minigun and continue attacking the Tank with your primary weapon.

If you stay behind the gun, you're a sitting duck.

Sometimes using a minigun isn't the best tactic for defending certain areas. So remain flexible, even if it means using a minigun sparingly during an infected attack. After all, if the attack is originating behind the minigun, it won't do you any good.

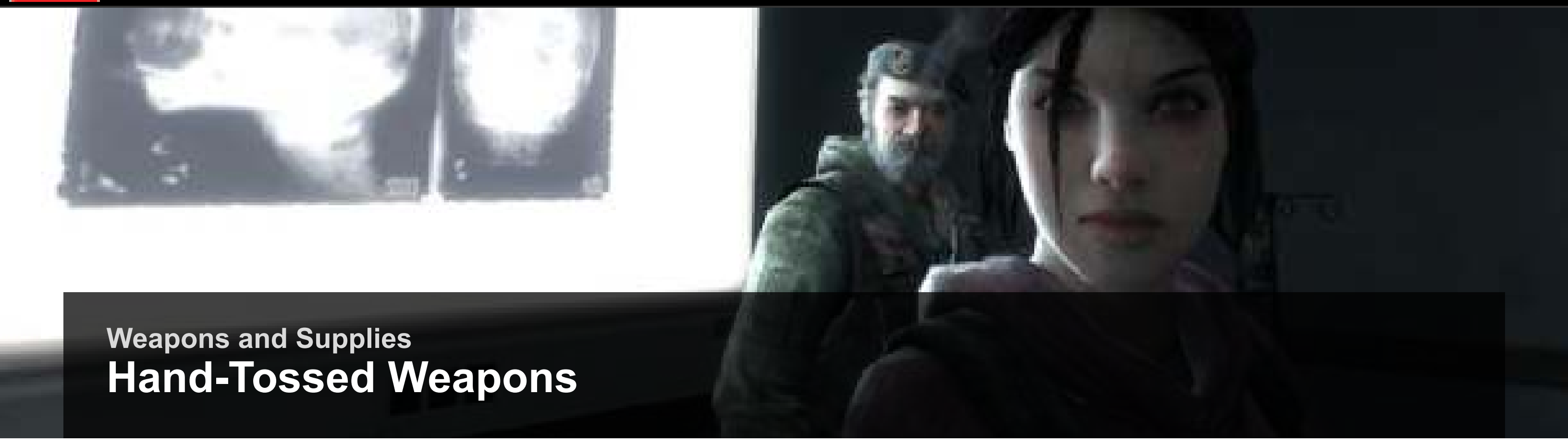
Minigun Achievement

Name: Red Mist

Description: Kill 1,000 infected with a mounted machine gun.

Gamerpoints: 20

Tips: This is a basic incremental achievement tracked over time. Simply man the minigun as frequently as possible during finales and mini-finales and you'll eventually kill enough infected to earn the achievement.



Weapons and Supplies

Hand-Tossed Weapons

These weapons are thrown, and each is capable of its own brand of destruction. You can only carry one hand-tossed weapon at a time, so take this into consideration before picking one up.

If you already have a hand-tossed weapon in your inventory, it's automatically dropped when a new one is picked up.

These weapons are often randomly placed by the director, but large stashes of them can usually be found at finale locations.

Molotov Cocktail

These crude incendiary devices are little more than a bottle filled with a flammable liquid and a piece of lit cloth serving as a fuse. Simply throw one at a target or at the ground to create a large wall of flame.

The infected show no fear of fire and will charge headlong into flames while trying to reach you and your team. But even the infected can't survive fire and eventually fall to the ground engulfed in flames.

Creating fiery barriers with molotovs is very useful during finales, when your team must hold a fixed position.

They're also great for halting pursuers. For best results, toss them in narrow choke points, offering the infected no other way around.

Tip

Always try to target Tanks and Witches with Molotovs. Setting these tough bosses on fire whittles down their health quickly. The Tank can't last more than 30 seconds when set on fire.

Pipe Bomb

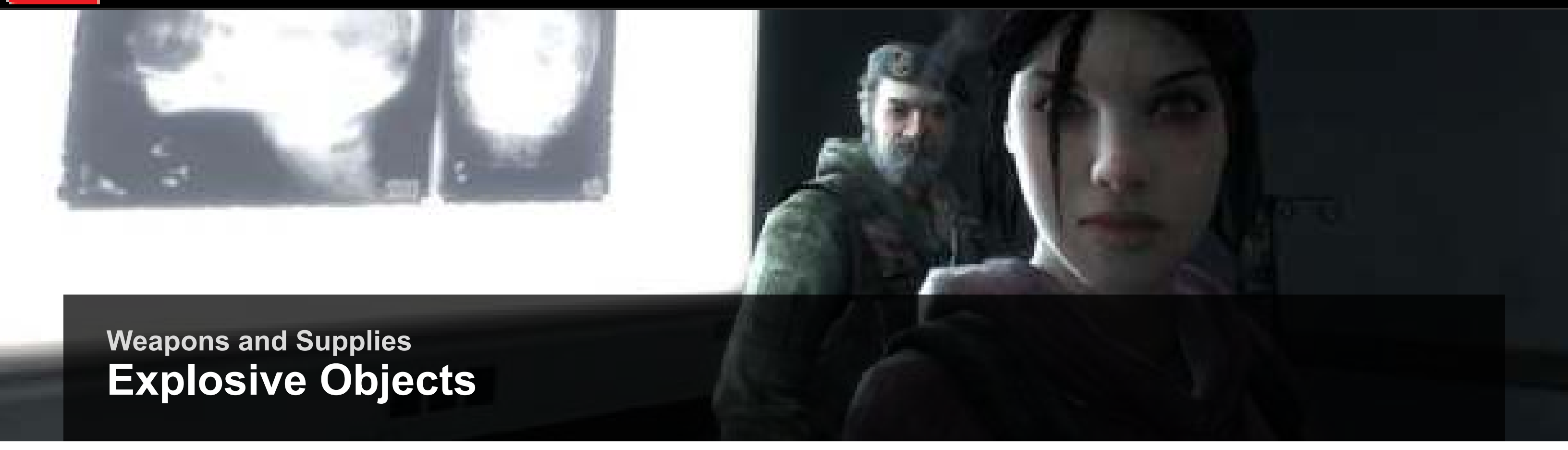
The pipe bomb is a metal cylinder capped at both ends and filled with an explosive compound such as gunpowder.

These particular pipe bombs are equipped with an electronic beeping device and a flashing red light, designed to attract the infected.

Simply toss one of these and watch the common infected rush to it and vaporize into a red mist when it explodes. These are great diversionary devices best employed during swarm attacks or when your team is trying to make it to a rescue vehicle at the end of a finale.

If you or a teammate gets vomited on by a Boomer, immediately toss a pipe bomb away from your team to divert the incoming horde.

Unfortunately, these explosives are only effective against the common infected—the infected bosses will ignore them completely, but they can still be injured or killed if within the blast radius at detonation.



Weapons and Supplies

Explosive Objects

Fuel cans, oxygen tanks, and propane tanks can be shot to unleash massive devastation on the infected. But they can also be picked up (press the use button) and carried, allowing your team to place them in strategic positions.

While carrying one of these objects you can't fire your weapons. However, you can perform a melee attack with them, enough to knock infected back until you can drop the item and retaliate with a more deadly attack.

Fuel Can

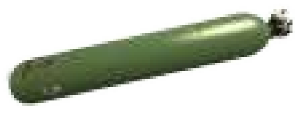
These red cans are quite common and are filled with a flammable liquid. Shoot them to create a large wall of fire.

Given the larger volume of the container, fires created by fuel cans are spread over a larger area than those created by molotov cocktails.

They're best employed in defensive situations when you can hand-place each fuel can in certain strategic areas. But they won't ignite until shot, so don't forget to blast them during the chaos of a finale.

The fire created by these cans can wipe out dozens of infected, including bosses.

Oxygen Tank



These green cylindrical tanks contain pressurized oxygen and can usually be found at hospitals or inside ambulances. When shot, a tank emits a hissing sound for a few seconds and then violently explodes, liquefying any infected within its large blast radius.

The delay can make it tough to time their detonation, so they're best tossed into high-concentration areas where the infected have restricted movement, such as doorways or small rooms.

Propane Tank

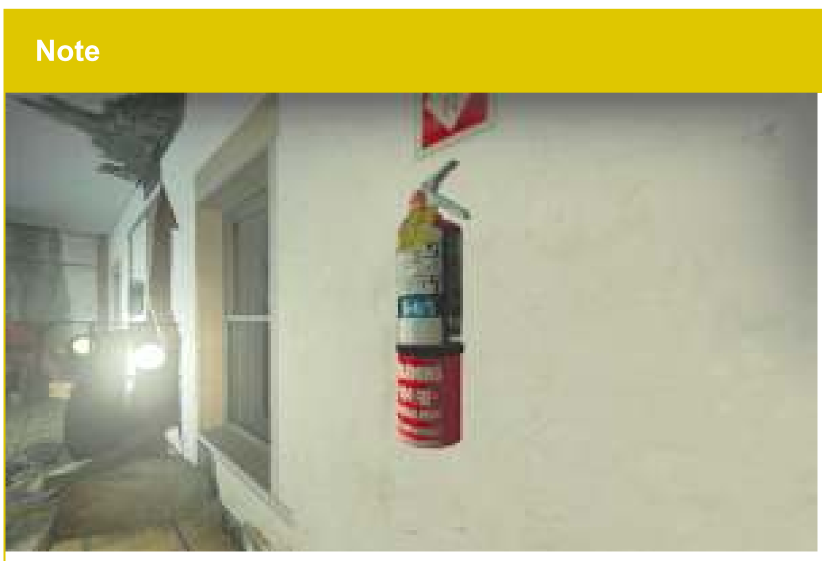
Propane tanks are quite common and found in locations ranging from industrial facilities to residential backyards.

Unlike the oxygen tank, propane tanks explode immediately when shot, making them far more predictable and useful during defensive situations.

Scatter these tanks around major choke points prior to a finale and target them as swarms of infected rush past. The blast radius is similar to that of an oxygen tank, instantly killing all nearby common infected.

These can also be used effectively against Tanks and Witches. Have one teammate toss a propane tank at the infected boss while another shoots it. Just make sure you're a safe distance away when it explodes.

Note



Contrary to popular myth, fire extinguishers don't explode when punctured. Instead, they release their gaseous contents with a loud hiss.

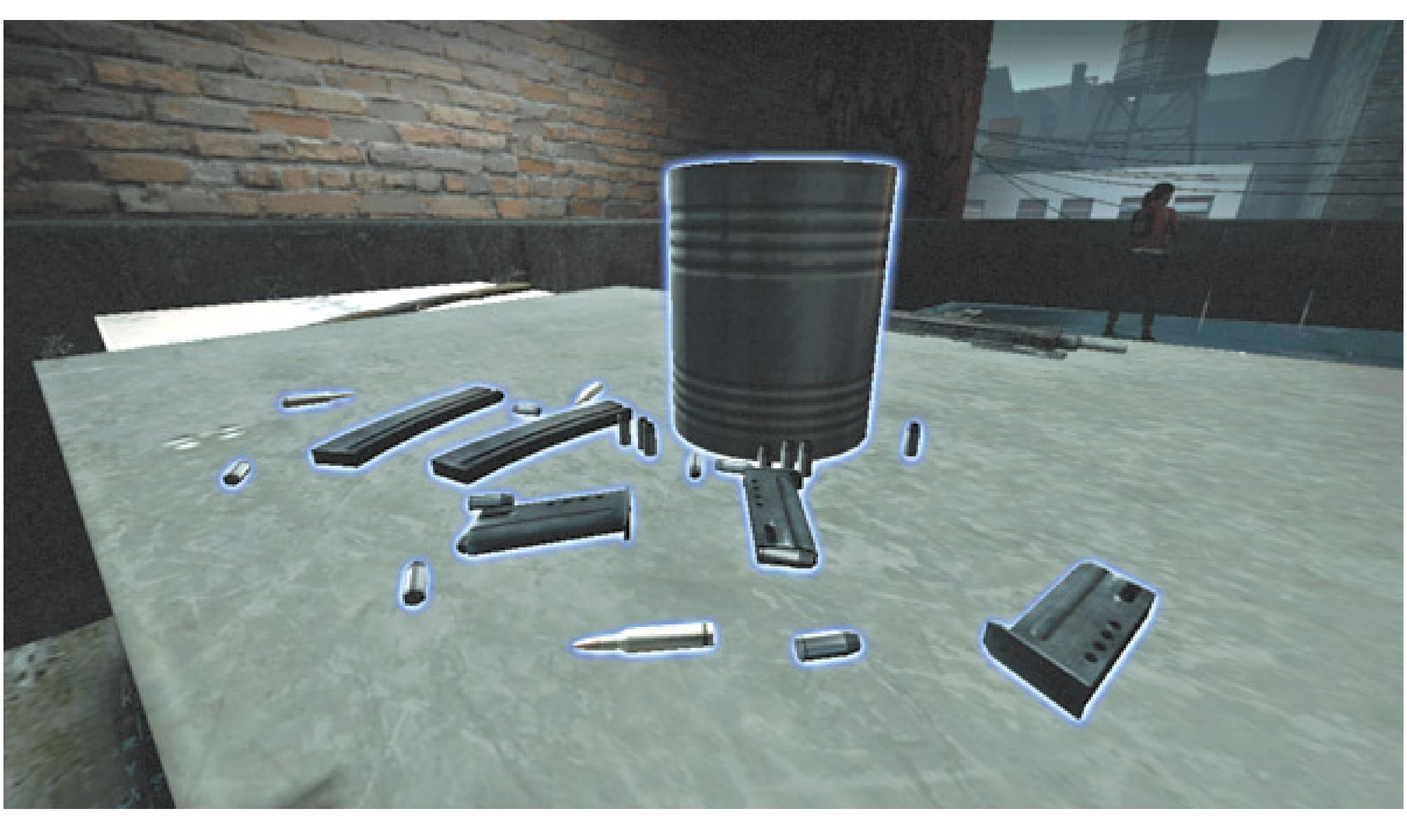
While this may annoy zombies standing nearby, it won't kill them. In fact, this hissing sound may attract more infected instead.

Weapons and Supplies

Supplies

There are three major types of supplies your group of survivors should watch out for: ammo, first aid kits, and pills. These supplies are vital to surviving your journeys through infected territory.

Ammo



Without ammo the primary weapons are little more than crude bludgeons. Therefore, it's extremely important to conserve and stock up on ammo to keep these weapons firing. To retrieve ammo, simply stand next to a stockpile and interact with it.

Always reload before interacting with an ammo pile to ensure you're retrieving the maximum amount. Ammo piles can always be found in safe houses as well as in other static locations across each level.

Unlike with some supplies and pickups, the location of ammo is not determined by the director. So each time you play through a level, ammo will be located in exactly the same spot each time.

Study the provided maps in the following chapters to locate all the ammo sites, and make sure to stop at each while advancing through each level.

First Aid Kit

These small red bags contain bandages and other first aid supplies vital to restoring health. To use a first aid kit on yourself, equip it and then press and hold the fire button.

Healing takes a few seconds, so make sure a teammate is covering you—the white progress bar in the center of the screen indicates how long the process takes.

Avoid healing out in the open where attacks can come from anywhere. Instead, look for small rooms, preferably with few entry points. You can also heal teammates. Equip a first aid kit, approach a wounded teammate, and then press and hold the melee button.

The teammate can continue rotating and firing while being healed but must remain standing in the same spot; otherwise, the healing process must start over.

Once the healing process is complete 60 hit points are recovered.

First Aid Kit Achievements

Name: Dead Giveaway

Description: Heal a fellow survivor when your own health is below 10.

Gamerpoints: 10

Tips: Don't make a habit of doing this, but it's worth trying it one time to earn this achievement. Before using your first aid kit on someone else, make sure somebody else has a first aid kit ready to heal *you* .

Name: Field Medic

Description: Heal 25 survivors with a first aid kit.

Gamerpoints: 20

Tips: This will take some time to achieve and means putting the health of your teammates first. But don't be foolish. If your health bar is in the orange or red zone, always heal yourself. You won't do your teammates any good if you're dead. To speed up the process, offer to pick up all first aid kits and heal teammates on the spot.

This works well in safe houses before starting a level—you can perform as many as three heals in a few seconds.

Pills

These pain reliever pills are another way to restore health. But pills are only a temporary fix, holding you over until you can find and use a first aid kit.

Consuming pills restores your health by 60 hit points but does not completely heal serious injuries.

So if your health bar is in the orange or red zone, it will remain the same color even after you down a bottle of pills. As a result, any mobility penalties associated with low health are still applied, causing your character to limp and lag behind teammates with health in the green zone.

Anyone who's healed with pills has a health bar filled with dashed vertical lines instead of a solid bar.

So take notice of your teammates' health bars and provide support as needed—it may mean slowing down to prevent leaving someone behind.

If you have a teammate in need of health, you can hand over a bottle of pills by equipping it, standing next to the teammate, and pressing the melee button. This simply transfers the pills from one inventory to another—your teammate must then consume the pills.

Pills Achievement

Name: Pharm-assist

Description: Give pain pills to 10 Survivors.

Gamerpoints: 20

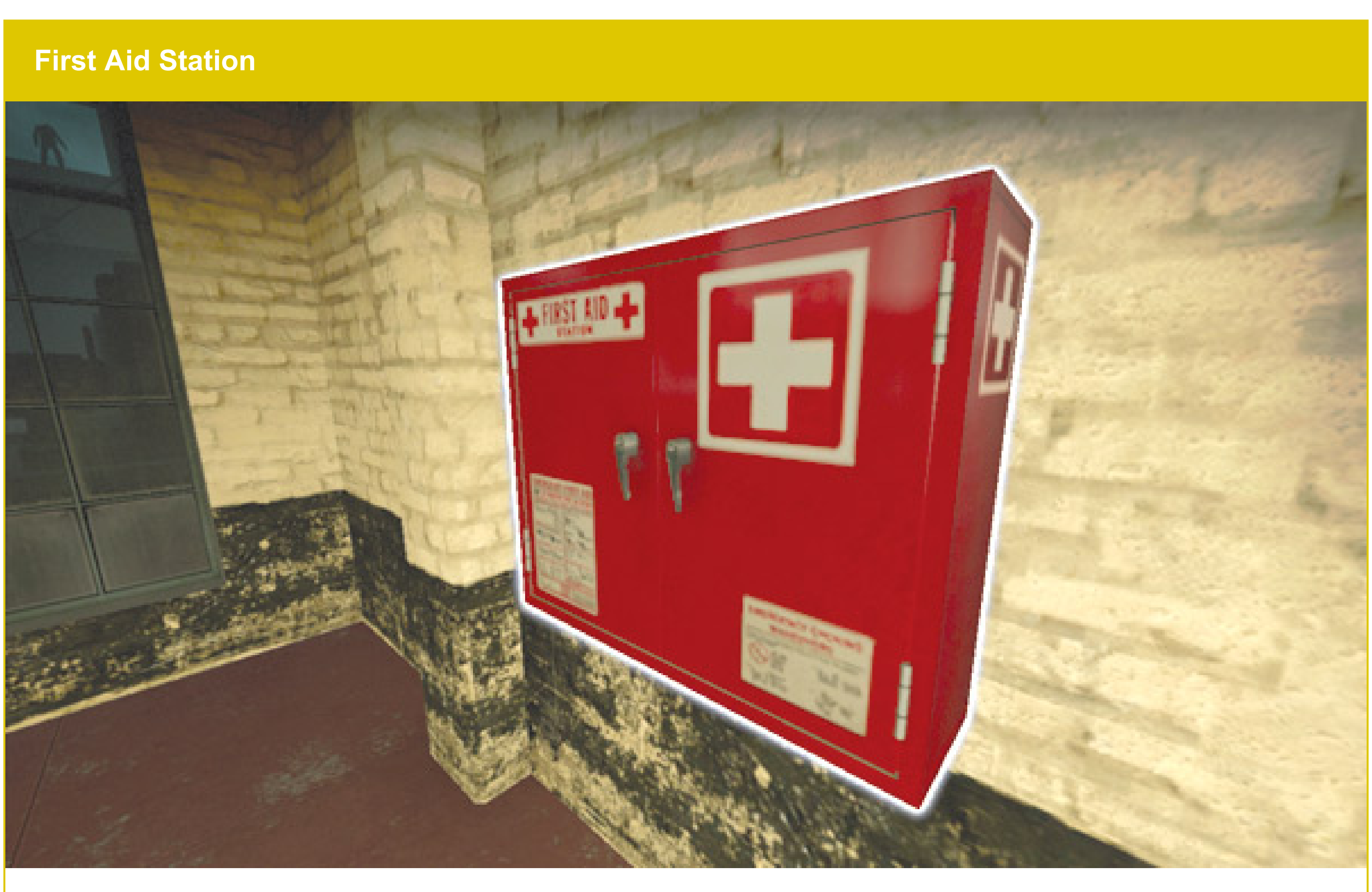
Tips: Simply hand over 10 bottles of pills to your teammates.

Note

You can monitor the types of first aid supplies your teammates have by looking at their avatars or glancing down at their health bars. If they're carrying first aid kits, the red bags appear on their backs.

Pill bottles are carried on the belt, on the right hip. A quicker to collect this information is by looking at their health bars. First aid kit icons and/or pill bottle icons show up next to their avatar portraits. So if you need to heal, consider asking one of your teammates for help.

First Aid Station



These large red cabinets always contain first aid kits, pills, or a combination of both.

The contents of each first aid station are determined by the director, based on your team's progress. If your team is healthy and hasn't used any health supplies, the first aid station may contain only a single bottle of pills.

But if your team is badly wounded and has exhausted all health supplies, the station may be filled with four first aid kits. While their contents are dynamic, the first aid stations are always in the same locations on each level.

Study the maps in the following chapters to find and memorize their locations. They're usually found in safe houses but also appear in other areas.

Knowing where these stations are gives your team a tremendous advantage.

No Mercy

The Apartments

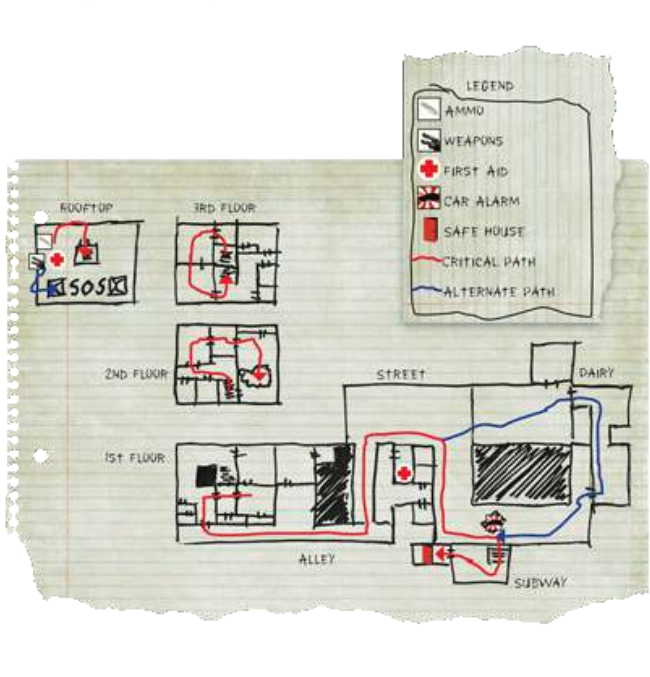
In *No Mercy* , the survivors—Bill, Francis, Louis, and Zoey—are tasked with traversing an urban landscape in search of rescue. Their objective is to reach Mercy Hospital in the middle of the city.

As the only suitable helicopter landing pad for miles, the hospital's rooftop is the closest evacuation point.

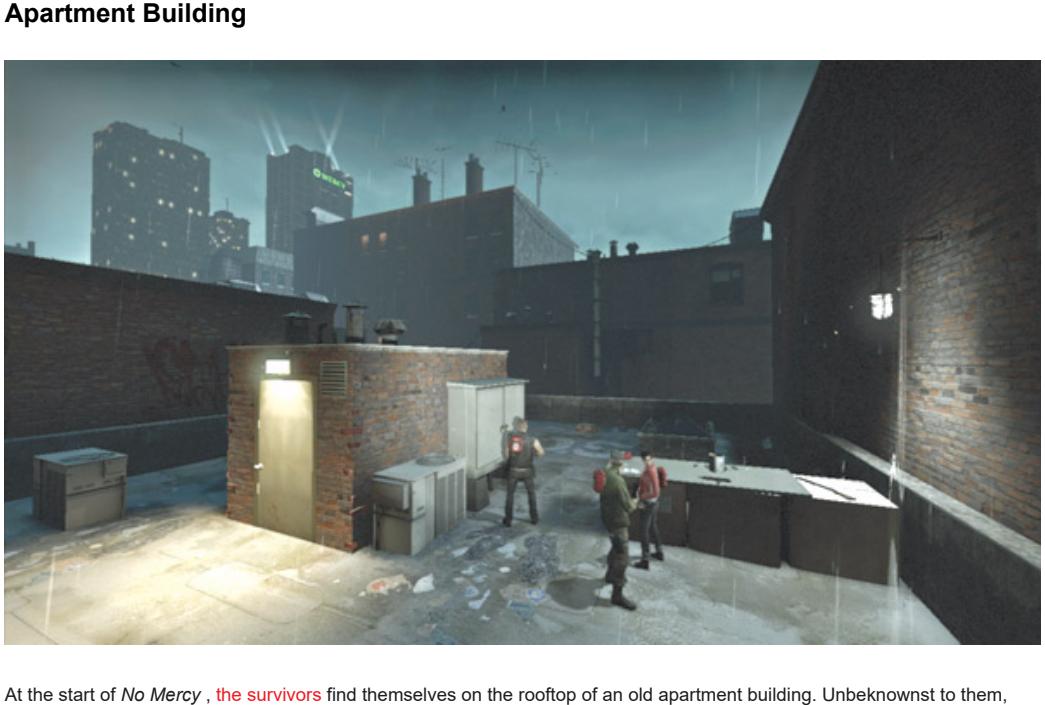
But there's one problem—thousands of reanimated infected stand between the survivors and the hospital.

The journey takes the survivors through the city streets, down into a subway tunnel, into the sewer system, and finally into the hospital.

Each location is swarming with the undead menace, requiring constant vigilance among the survivors during this nighttime trek through an extremely hostile environment.



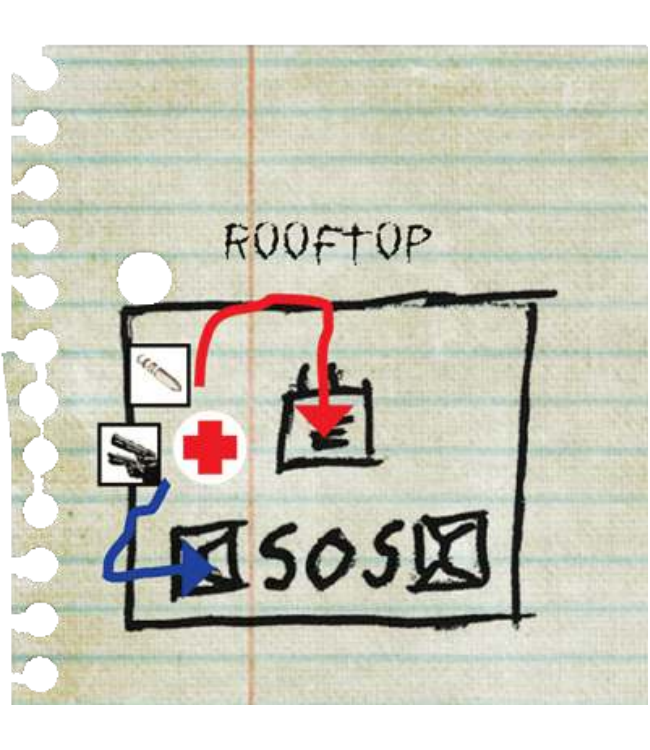
Apartment Building

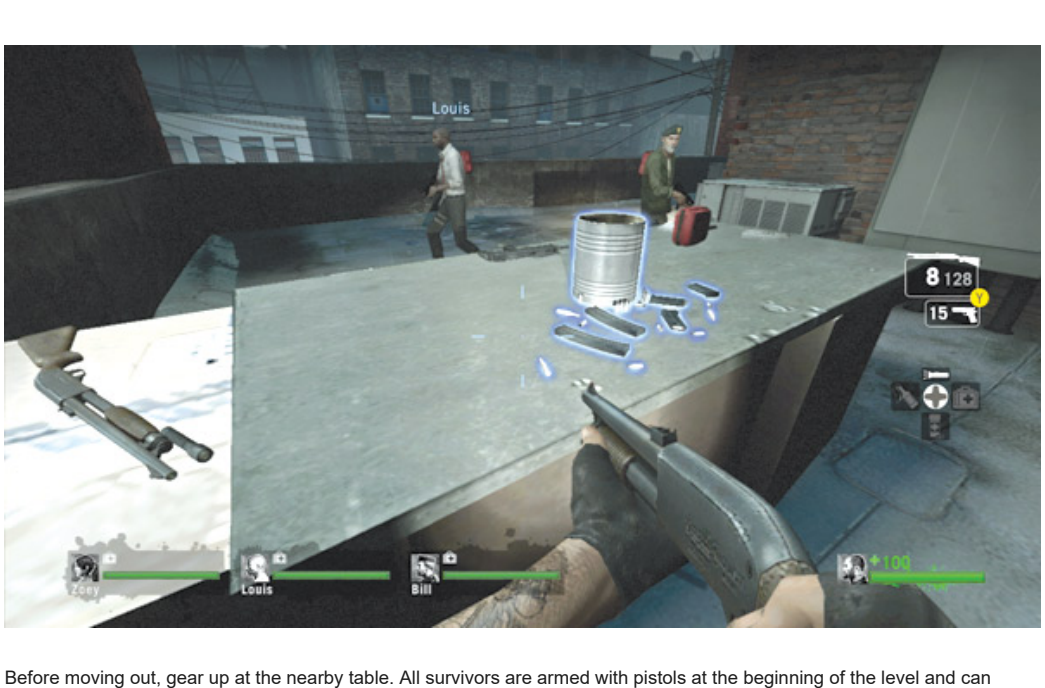


At the start of *No Mercy* , the survivors find themselves on the rooftop of an old apartment building. Unbeknownst to them, this very apartment building was quarantined early on during the outbreak, meaning that dozens of infected roam the rooms and halls below.

From this elevated position, Mercy Hospital can be seen in the distance. While it doesn't look very far away, the path ahead is long and treacherous. For this phase of the journey, the survivors must descend through the infested apartment building and make it to the subway station down the street.

Rooftop





Before moving out, gear up at the nearby table. All survivors are armed with pistols at the beginning of the level and can supplement their load-out with one of two primary weapons: the pump shotgun or the submachine gun (SMG).

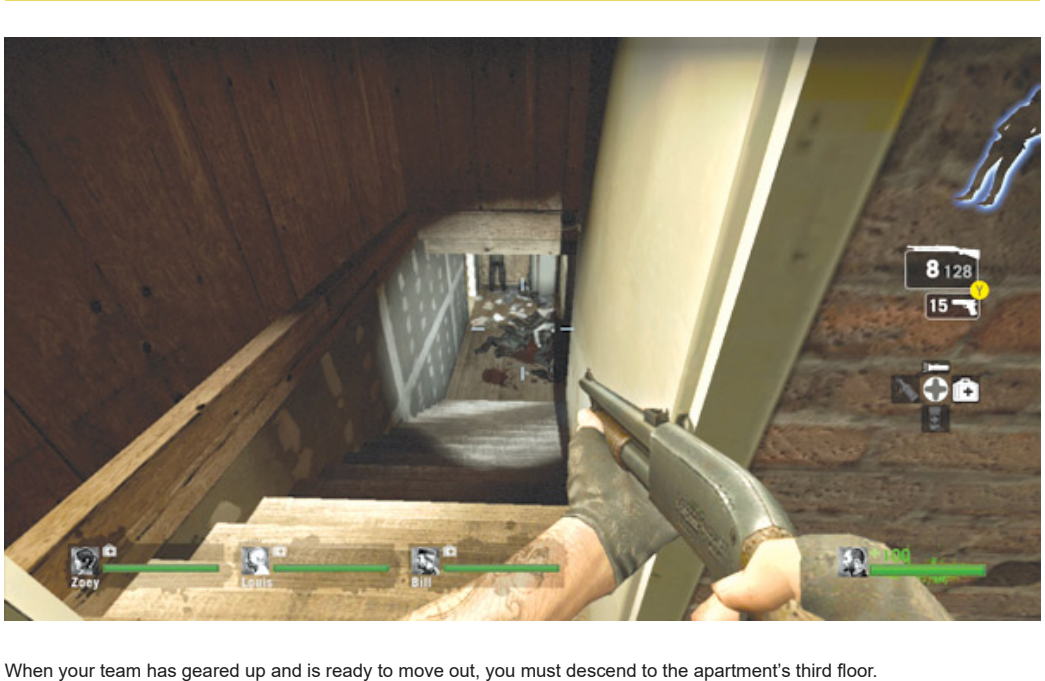
Both are very competent weapons, but the pump shotgun is a bit easier to use in the cramped apartment below. Still, it's a good idea to keep a balance within the team.

So check with your teammates and consider going in with two submachine guns and two pump shotguns. Also, don't forget to max out on ammo and grab one of the first aid kits.

Note

The infected bosses cannot spawn at the start point of any level. So take this time to gear up and talk with your teammates, formulating a plan for your trek. But in versus mode, the longer you spend at the start point, the longer the opposing team's infected have to stage elaborate ambushes in the passages ahead.

So make sure you grab all the pickups, but don't linger too long in these safe areas.



When your team has geared up and is ready to move out, you must descend to the apartment's third floor.

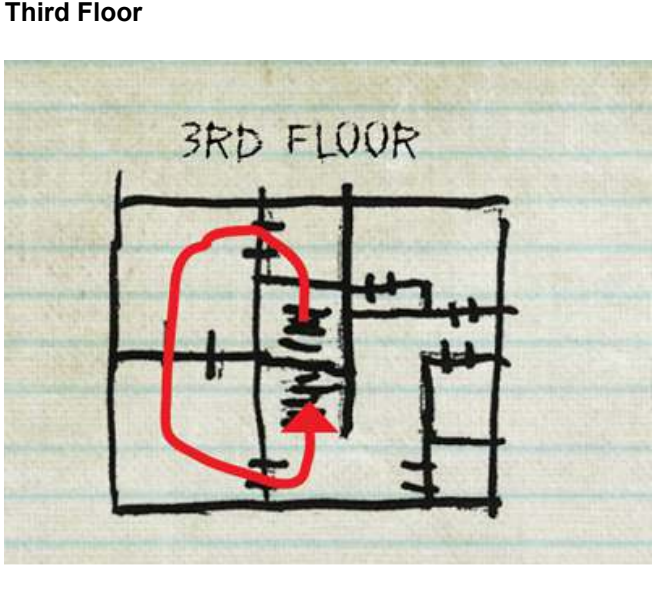
There are two paths downstairs. The most obvious is the staircase at the center of the roof. But your team can also drop down through the skylight, landing in a bedroom below.

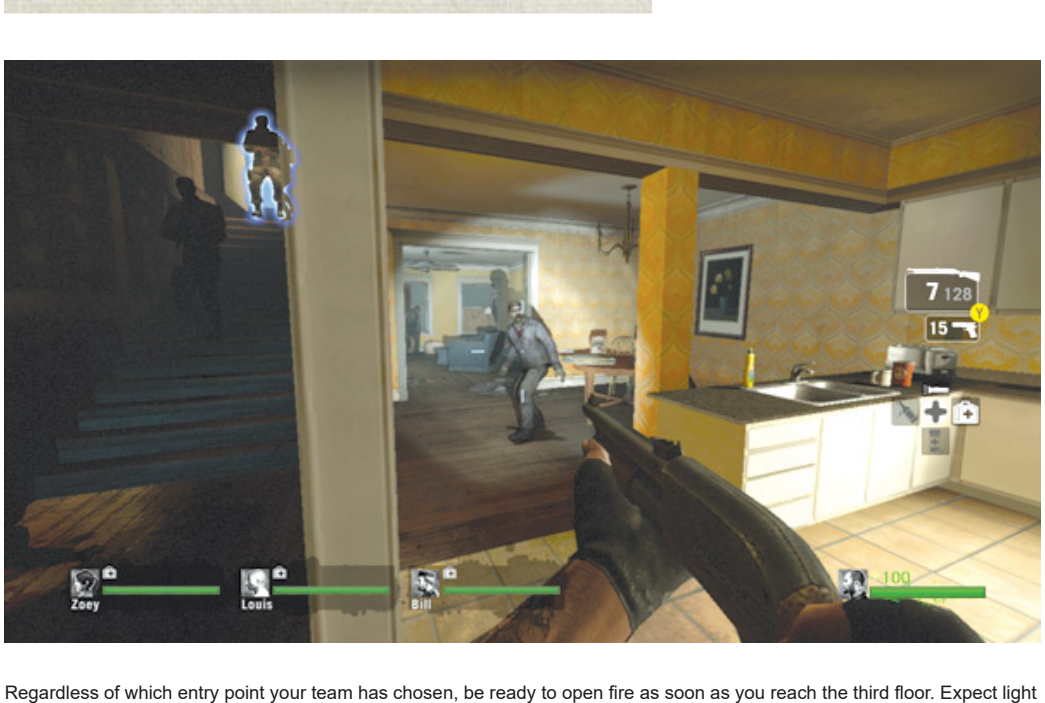
Both entry points have their advantages and disadvantages. The skylight is the quickest way to reach the third floor, but it's tough to clear the room below before dropping in, so your team is at risk.

The staircase is a much safer route, allowing the lead player to clear a path while descending the stairs—the pump shotgun is ideal for this.

Whatever your decision, keep the team together while moving through the staircase or skylight. Splitting up at this point could be disastrous.

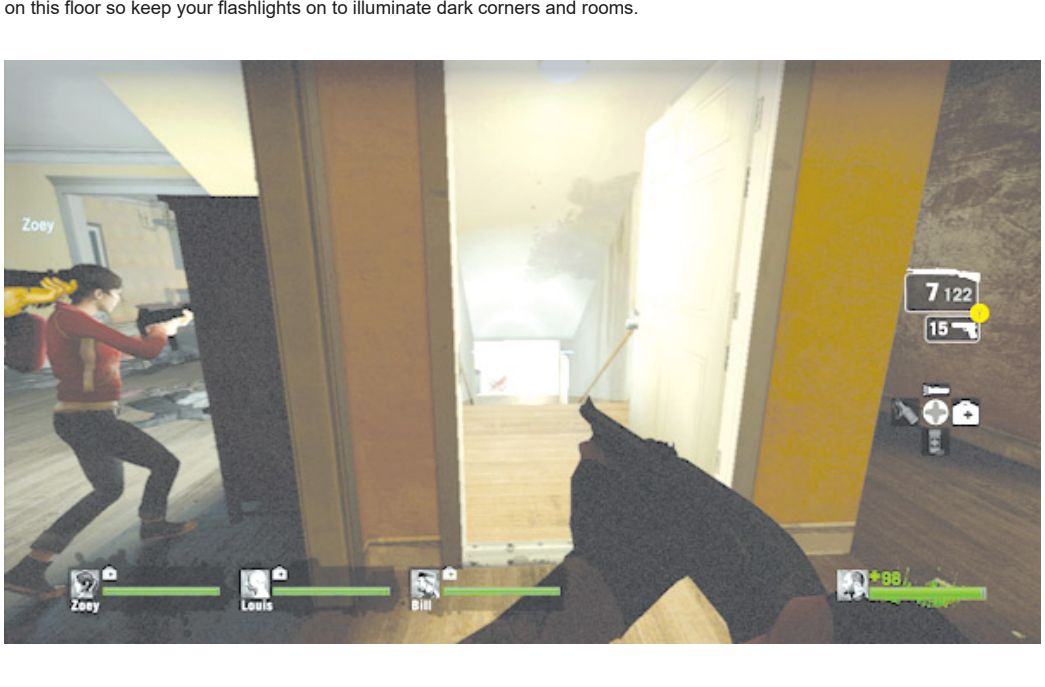
Third Floor





Regardless of which entry point your team has chosen, be ready to open fire as soon as you reach the third floor. Expect light to moderate concentrations of common infected on this floor.

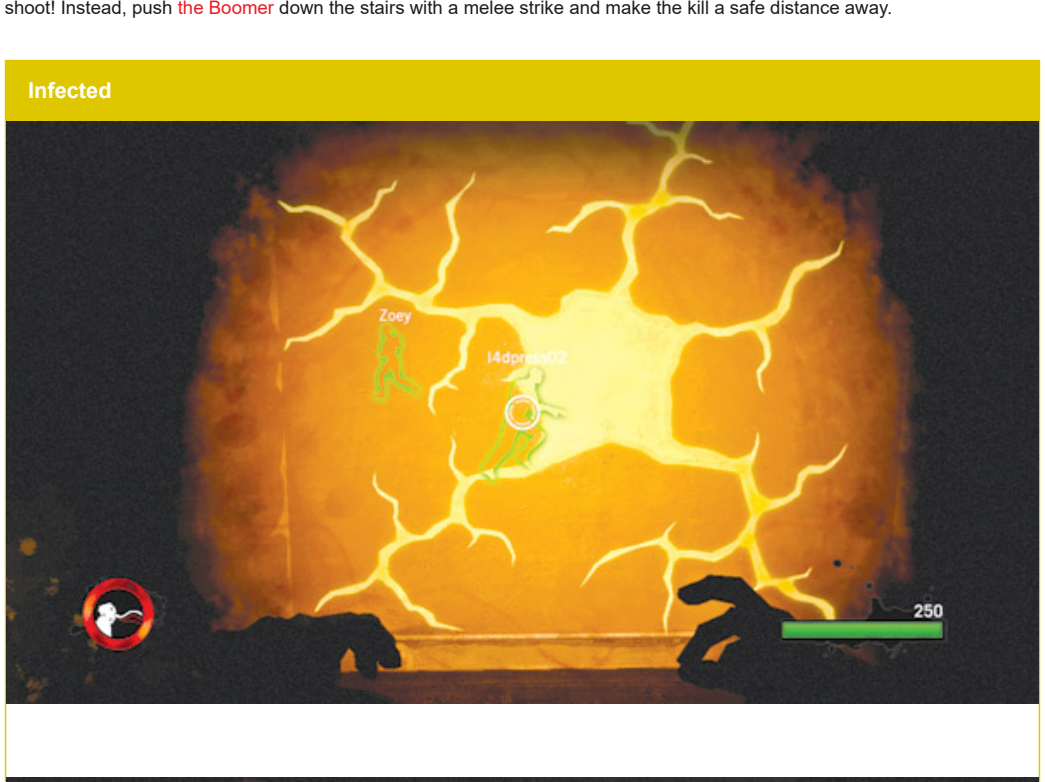
Quickly survey your surroundings and make sure all your teammates have clear angles on the hostiles. The lighting is poor on this floor so keep your flashlights on to illuminate dark corners and rooms.

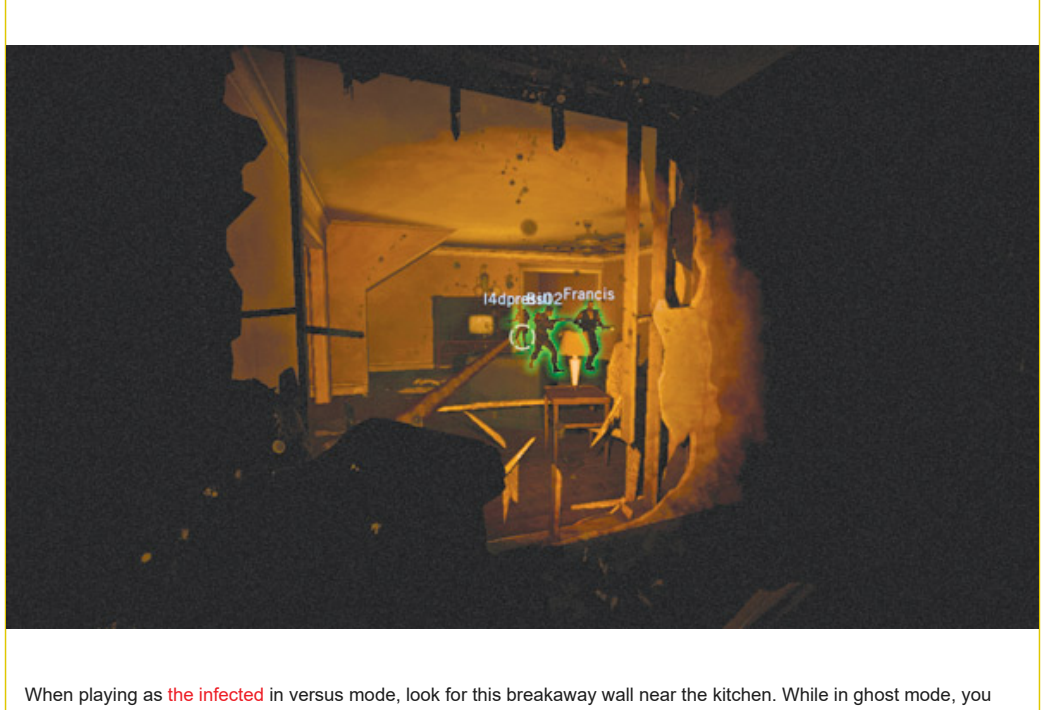


Make quick work of the zombies on the third floor while pushing toward this stairway in the center of the building. Be careful when turning the corner to peer down the stairs.

This is a popular ambush point, particularly for Boomers hoping to trigger a swarm attack. If you encounter one here, don't shoot! Instead, push the Boomer down the stairs with a melee strike and make the kill a safe distance away.

Infected



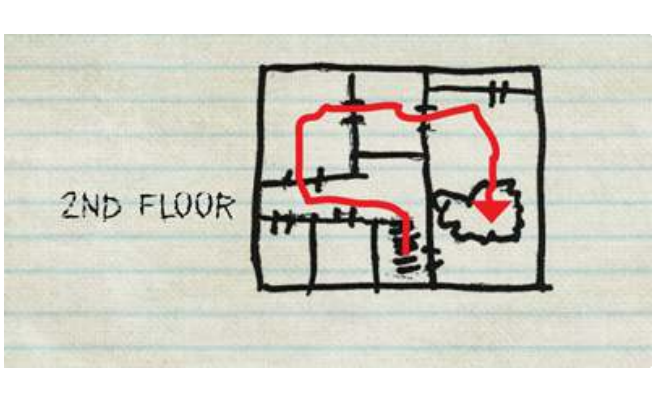


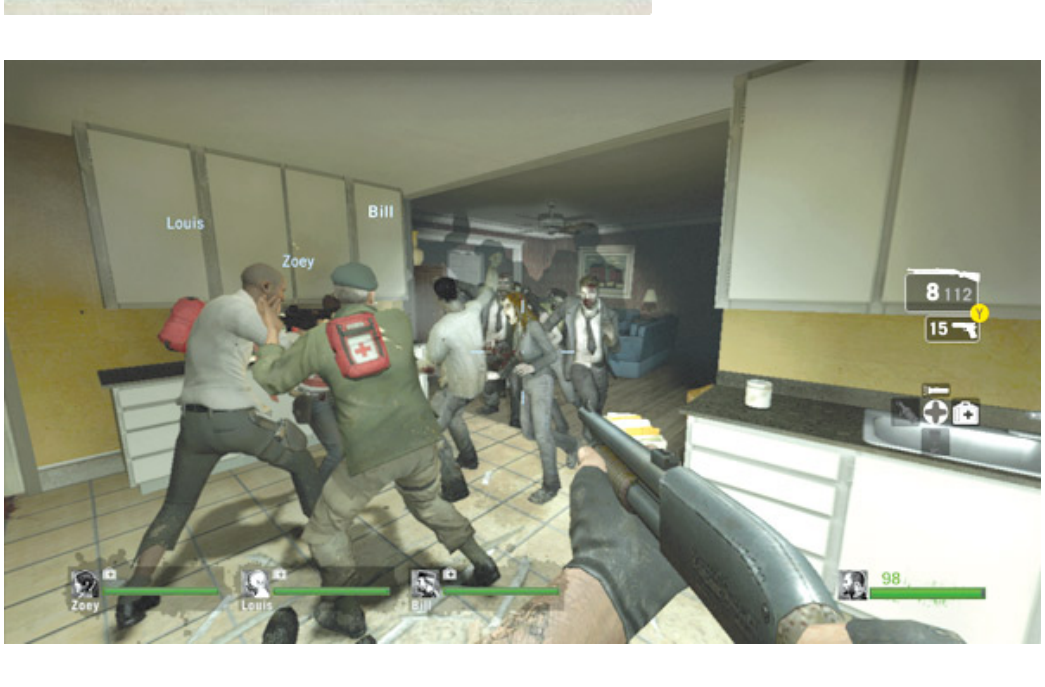
When playing as the infected in versus mode, look for this breakaway wall near the kitchen. While in ghost mode, you can move through this wall and hide inside this otherwise inaccessible space. Spawn inside this space and wait for the survivors to enter the third floor.

As they pass your position, knock down the wall with a melee strike and attack them from behind.

This is a great tactic for picking off lone stragglers, particularly when playing as the Hunter or Smoker. But a Boomer can also make use of this space by spawning, breaking through the wall, and vomiting on the survivors while they're all bunched up in the staircase leading down to the second floor.

Second Floor

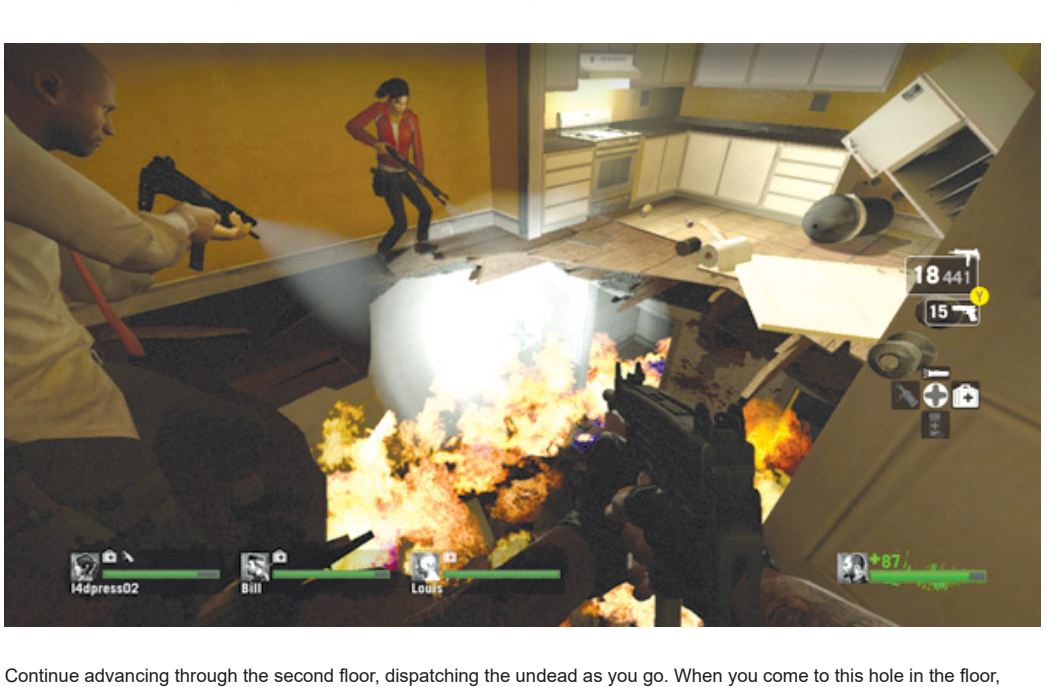




The path through the second floor is completely linear, but be sure to watch the side rooms for infected attempting to blindside your team. The side rooms can also be good sources for pickups such as pills and molotov cocktails.

If you haven't encountered a swarm attack by now, be ready for one here. You can hear these attacks building up before you can actually see them, so be ready to take a stand when you hear an incoming horde thundering through the building.

Make sure everyone in the team has a clear angle on the hostiles and do your best to avoid friendly fire—if a zombie is close to a teammate, move it away with a melee attack before shooting.



Continue advancing through the second floor, dispatching the undead as you go. When you come to this hole in the floor, stop and wait for everyone to catch up.

There are usually multiple zombies on the floor below, some climbing up through the hole in an attempt to reach your team.

Clear the visible space below before dropping through to reach the first floor. If you have a molotov cocktail, toss it down through the hole to incinerate the zombies below.

When the first floor looks clear, make sure everyone on your team drops through the hole at the same time.

This will prevent anyone from getting stuck or pinned on the second floor. Plus, it allows your entire team to impose its firepower on any threats lurking on the first floor.

Caution

Exercise extreme caution at elevation transitions such as the hole in the floor.

These are one-way transitions, meaning that when you drop through, there is no way to get back up. This makes them perfect places for the infected to set up ambushes, particularly during versus mode.

For example, if three survivors drop through the hole and leave a buddy upstairs, a Hunter or Smoker can pin or ensnare the straggler and pummel your teammate to death.

The victim's teammates on the first floor have no way to stop the attack, since there's no way to get back to the second floor. For this reason, survivors should always drop through areas like this at the same time.

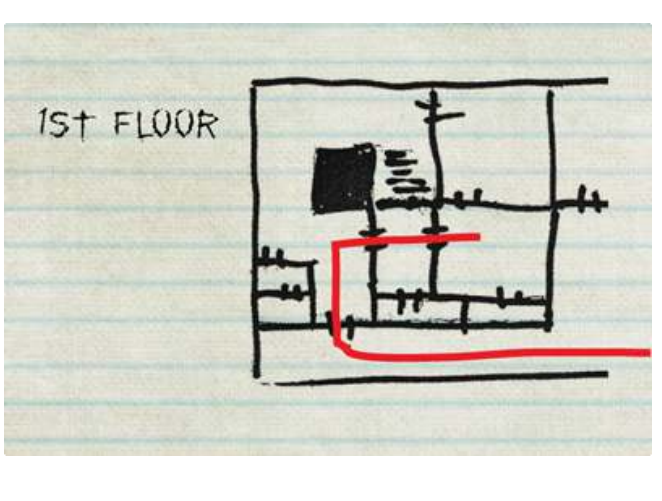
If necessary, initiate a voice countdown to ensure everyone drops through simultaneously. On the other hand, if you're playing as the infected, exploit these areas as much as possible in an effort to split up the survivors.

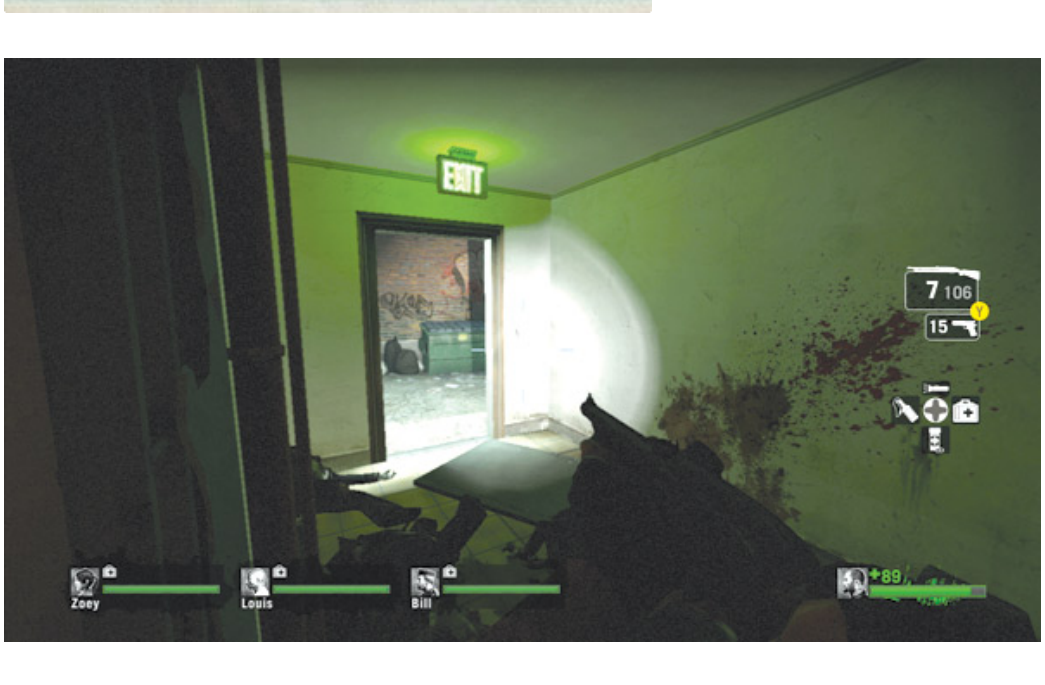
Infected

In addition to lurking on the second floor, the infected can easily ambush the survivors on the first floor, attacking as soon as they drop through the hole.

This is a good way to soak a few survivors with the Boomer's bile, triggering a swarm attack. Just make sure you stay out of sight until the survivors actually drop through.

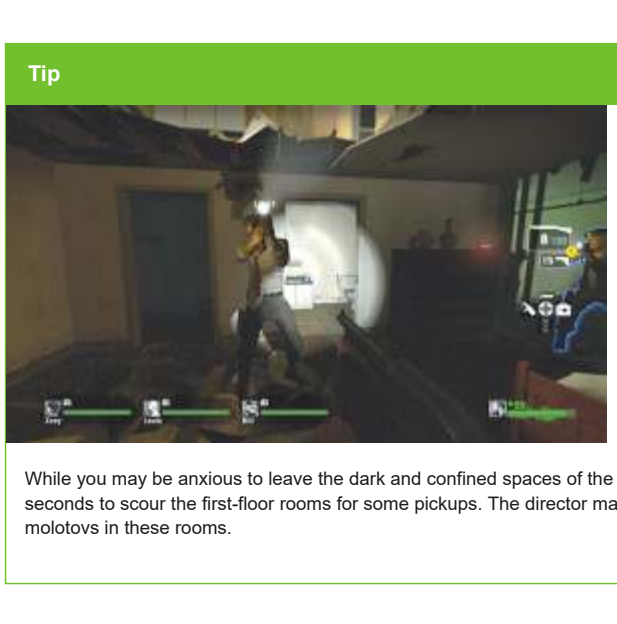
First Floor





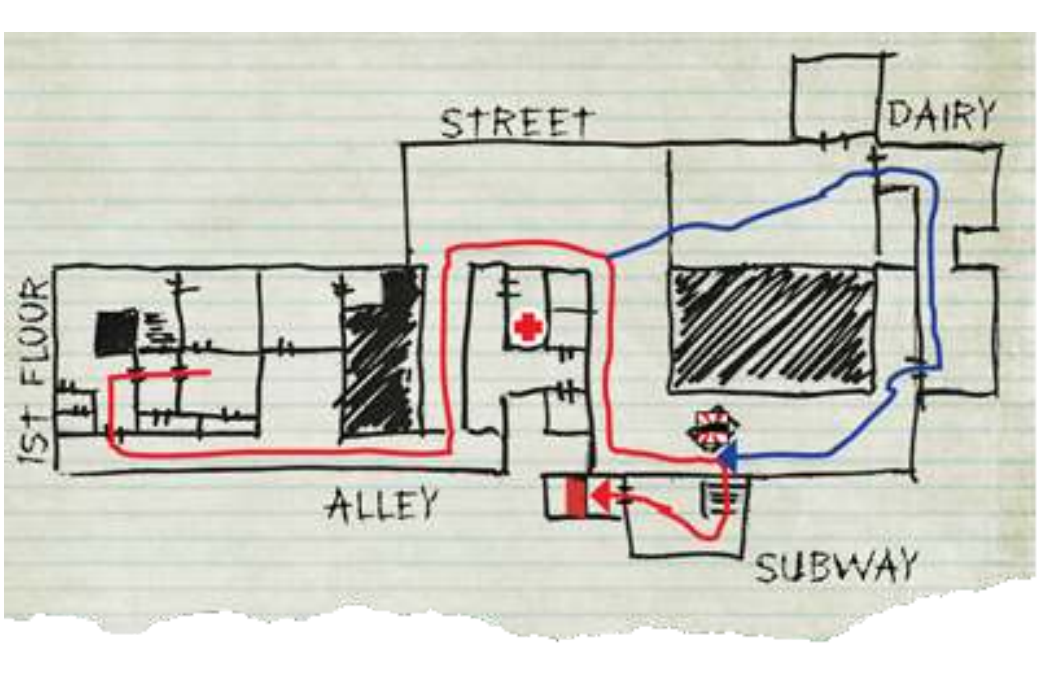
Once your team has reached the first floor, you're only a few paces away from the building's exit. Immediately after dropping through the hole, race past the blinking alarm clock to spot the green glow of the exit sign. Turn left and run out into the alley to escape the apartment building.

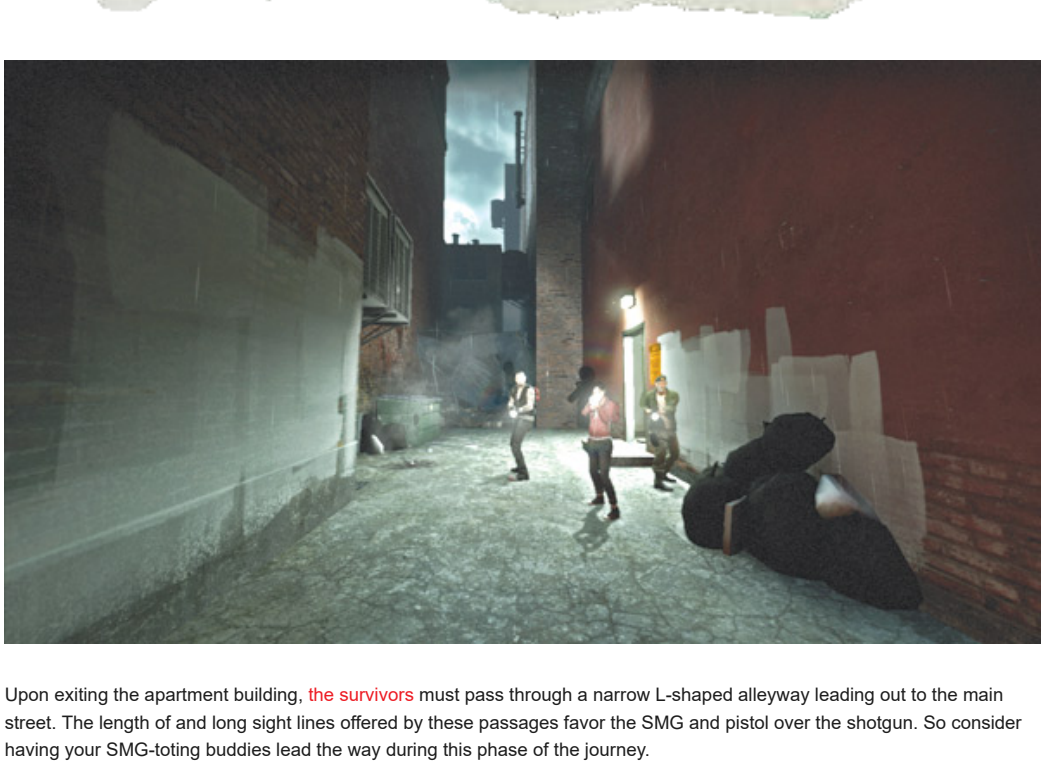
Tip



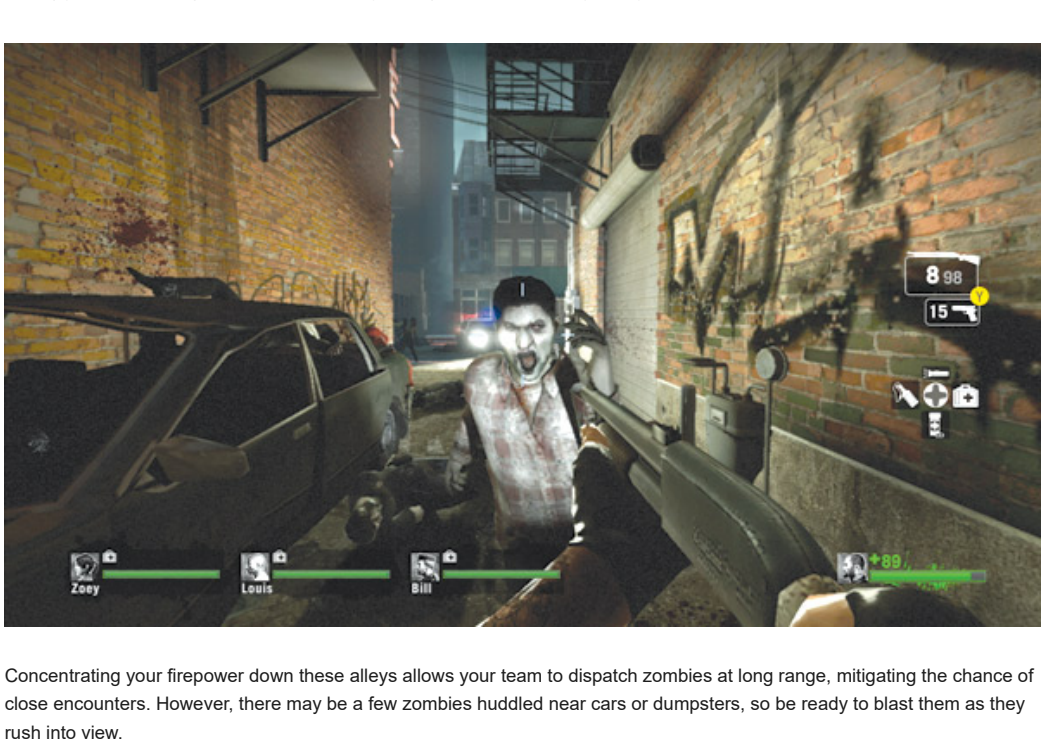
While you may be anxious to leave the dark and confined spaces of the apartment behind, consider taking a few seconds to scour the first-floor rooms for some pickups. The director may have placed some items like pills and molotovs in these rooms.

Alley





Upon exiting the apartment building, the survivors must pass through a narrow L-shaped alleyway leading out to the main street. The length of and long sight lines offered by these passages favor the SMG and pistol over the shotgun. So consider having your SMG-toting buddies lead the way during this phase of the journey.



Concentrating your firepower down these alleys allows your team to dispatch zombies at long range, mitigating the chance of close encounters. However, there may be a few zombies huddled near cars or dumpsters, so be ready to blast them as they rush into view.

While your team's firepower and the tall walls of the surrounding buildings may make you feel secure in this alley, don't linger here too long. In versus mode, the infected can attack from the rooftops, so make a concerted effort to reach the street ASAP.

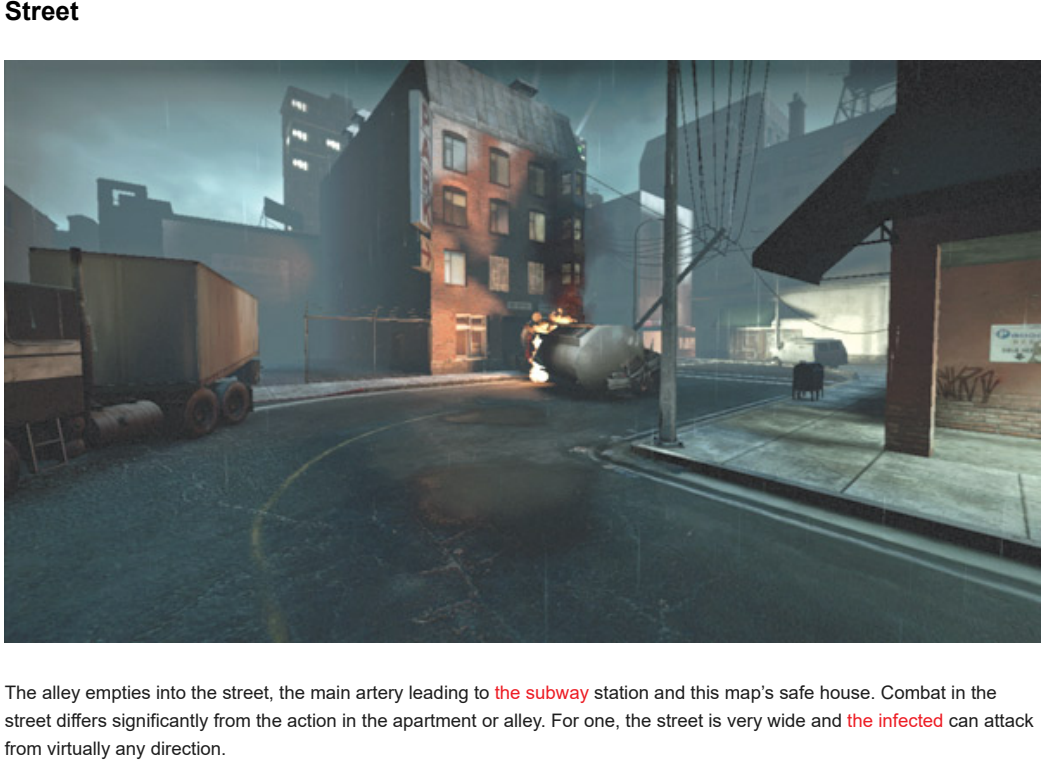
Infected

When playing as the infected in versus mode, utilize the climb points in the alley to reach the rooftops. Attacking from the rooftops is the best way to attack the survivors moving through the alley, particularly when playing as the Hunter or Smoker.

The rooftops provide much better cover and concealment than the alley, helping you maintain the element of surprise.

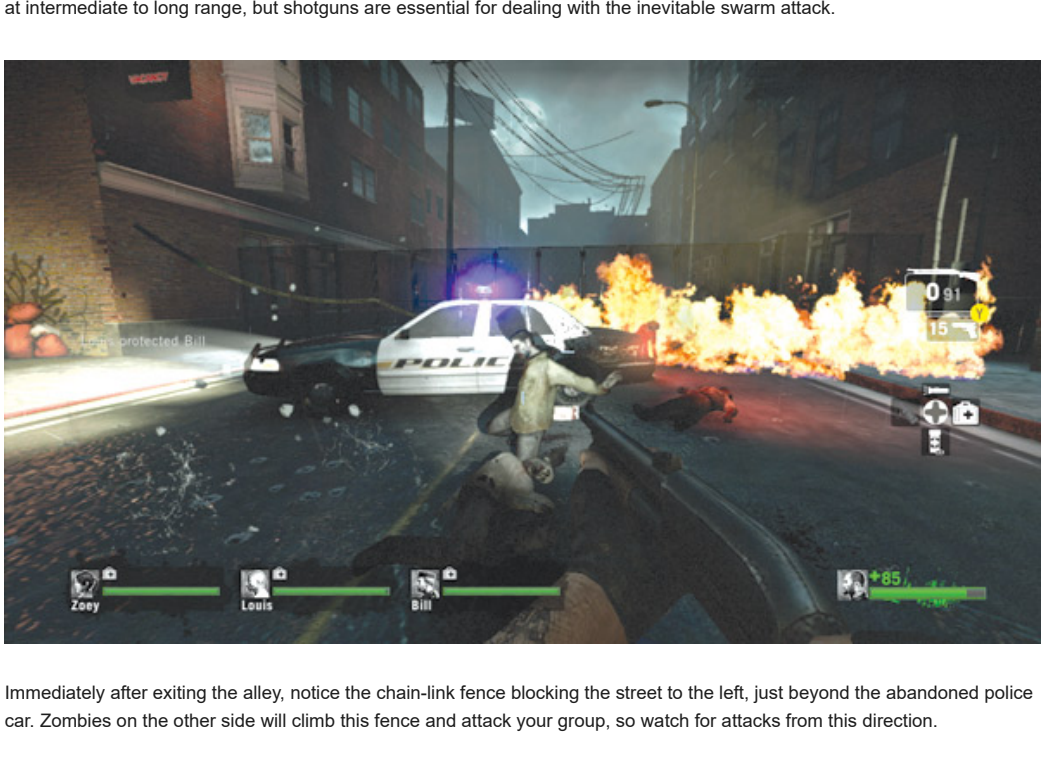
Just make sure you remain in ghost mode until you reach the rooftop—otherwise you may be spotted and eliminated before you can attack.

Street



The alley empties into the street, the main artery leading to the subway station and this map's safe house. Combat in the street differs significantly from the action in the apartment or alley. For one, the street is very wide and the infected can attack from virtually any direction.

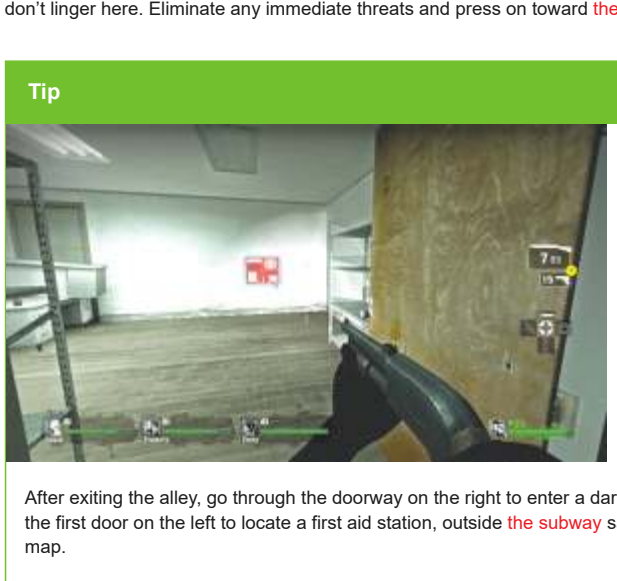
So stay on alert and keep moving to avoid getting surrounded. Submachine guns and pistols work well for eliminating threats at intermediate to long range, but shotguns are essential for dealing with the inevitable swarm attack.



Immediately after exiting the alley, notice the chain-link fence blocking the street to the left, just beyond the abandoned police car. Zombies on the other side will climb this fence and attack your group, so watch for attacks from this direction.

In the event of a swarm attack, toss a molotov at the base of the fence to torch any zombies attempting to reach you. But don't linger here. Eliminate any immediate threats and press on toward the subway station.

Tip

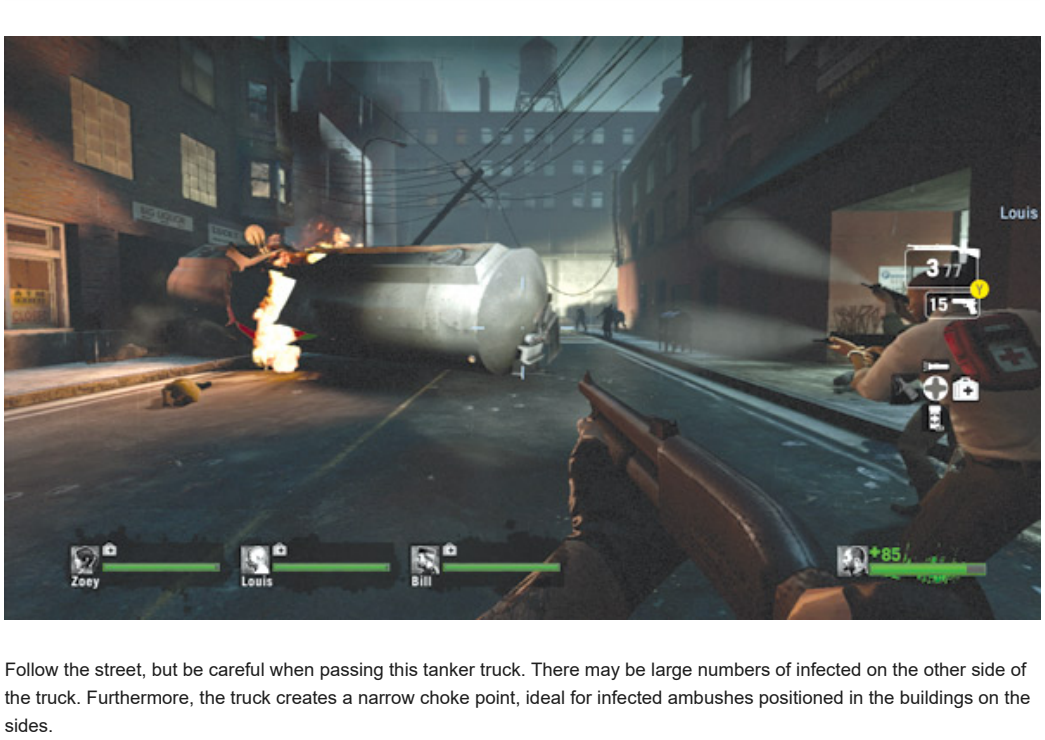


After exiting the alley, go through the doorway on the right to enter a dark abandoned building. Enter the hall and open the first door on the left to locate a first aid station, outside the subway safe house, this is the only first aid station on this map.

However, its contents are based on how well your team is doing. If you're struggling, the director may place first aid kits inside.

But if you're doing well with only minor injuries, the director may place only a bottle of pills in here. After stocking up on first aid supplies, you can use this same building to circumvent the tanker truck choke point in the street.

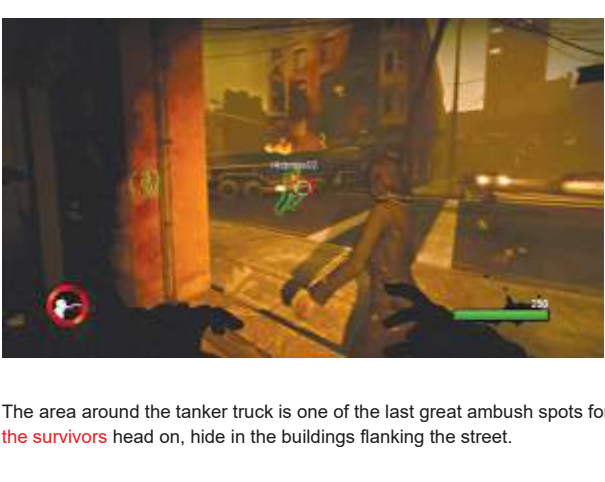
Simply burst through the double doors and make a break for the subway station.



Follow the street, but be careful when passing this tanker truck. There may be large numbers of infected on the other side of the truck. Furthermore, the truck creates a narrow choke point, ideal for infected ambushes positioned in the buildings on the sides.

Quickly deal with any threats and move past this area as fast as possible. For a safer path, consider taking one of the alternate routes through the abandoned buildings or dairy.

Infected

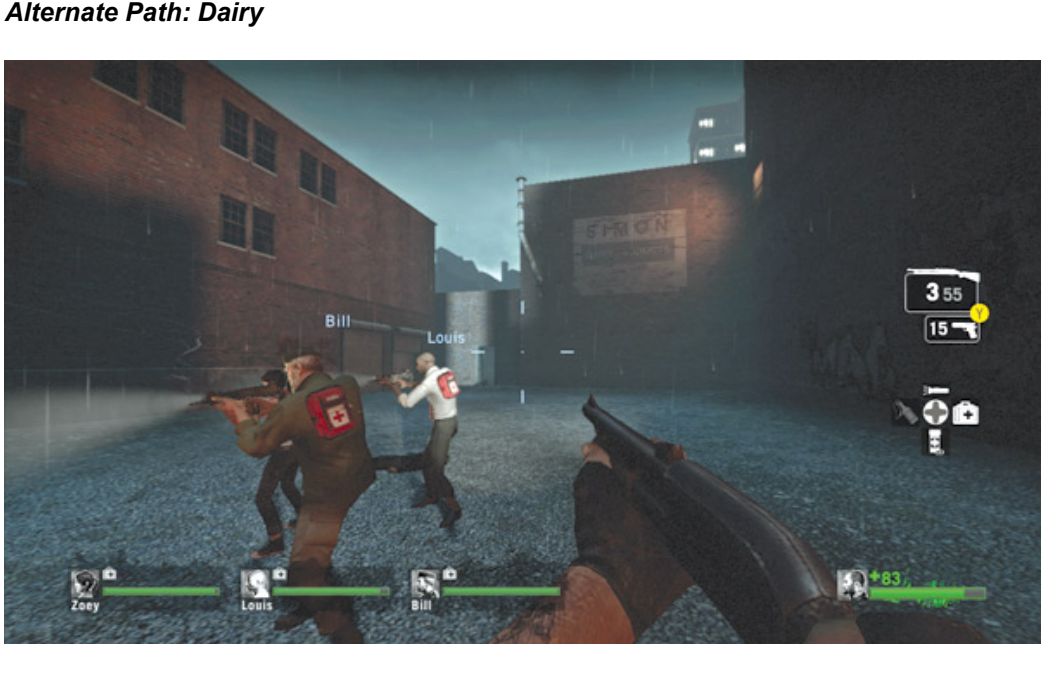


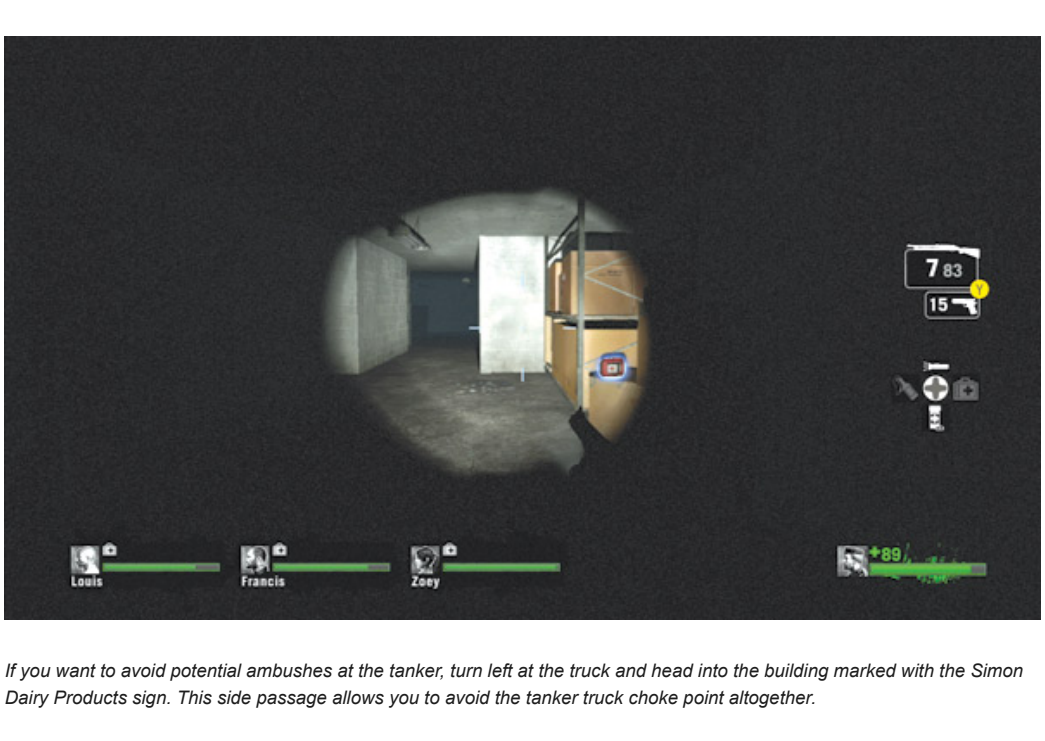
The area around the tanker truck is one of the last great ambush spots for the infected on this map. Instead of attacking the survivors head on, hide in the buildings flanking the street.

Buildings on both sides of the street are accessible and provide the perfect opportunity to overwhelm the survivors as they make a break for the subway station.

A combined attack by Hunters, a Smoker, and a Boomer can really wreak havoc and give your team the chance to kill at least one survivor.

Alternate Path: Dairy



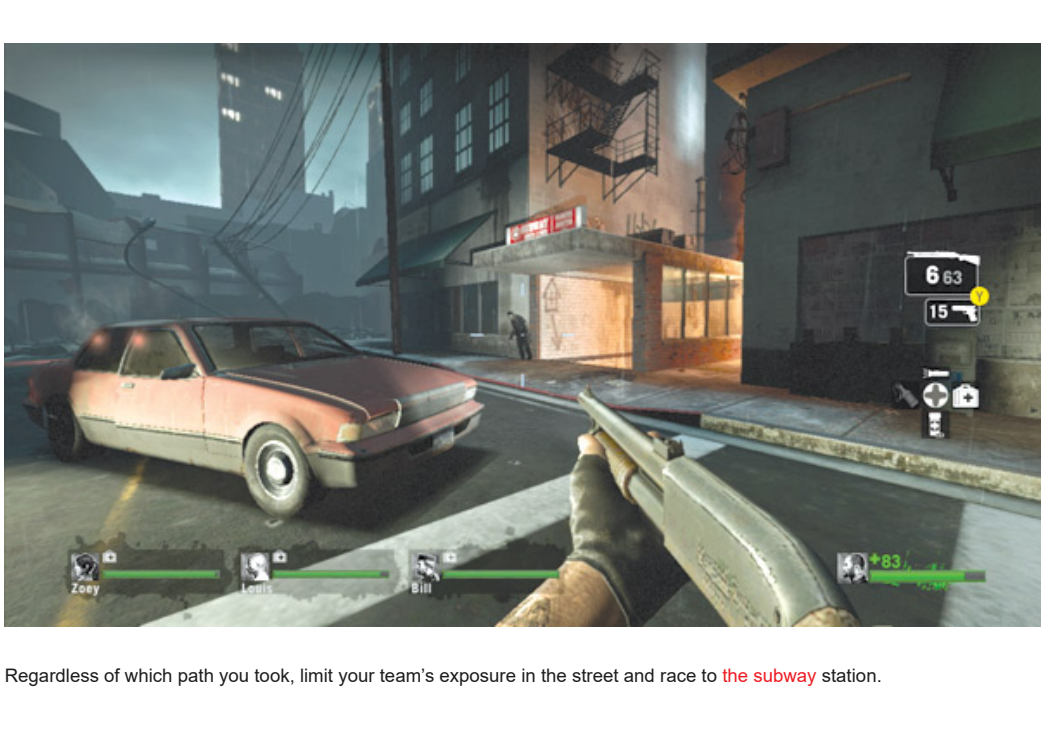


If you want to avoid potential ambushes at the tanker, turn left at the truck and head into the building marked with the Simon Dairy Products sign. This side passage allows you to avoid the tanker truck choke point altogether.

However, the interior of the building is pitch black, requiring the use of flashlights. Still, the director may have hidden some useful goodies for your team in this passage, including first aid kits.

So keep your eyes peeled for pickups and threats. Despite the darkness, the chances of the infected orchestrating a crippling attack in here are quite slim.

Still, quickly advance to the exit and make a dash for the subway station.



Regardless of which path you took, limit your team's exposure in the street and race to the subway station.

However, be careful not to shoot, bump, or antagonize the red car parked outside in any way—it's equipped with an alarm. Cars fitted with alarms have windows that flash red.

Discharging weapons near them causes them to emit a sharp but short beep. If the alarm is completely triggered, you'll face an instant swarm of common infected approaching from any direction. If this occurs, make sure your team sticks together.

It would be tragic to lose someone when you're this close to the safe house. If possible, race into the safe house as soon as the alarm is triggered.

But if the attack comes up the stairs from the subway, your team will have no choice but to stay put and defeat the undead swarm.

Caution

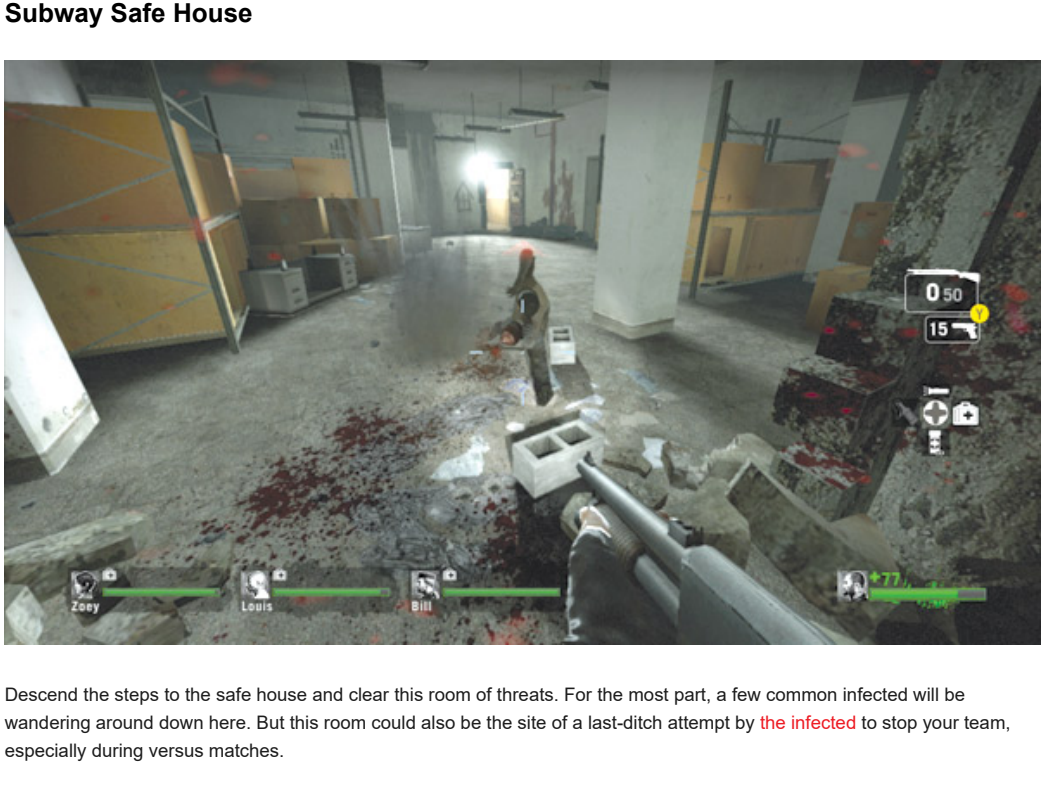
If your team has done really well up to this point, the director may spawn a Witch near the subway steps. Depending on the Witch's position, it may not be possible to sneak past her.

If it becomes necessary to eliminate her, make sure your team is ready to open fire simultaneously, and avoid hitting the car with the alarm.

Once she's startled, your team won't have much time to respond before the Witch pounces on one of your teammates and begins clawing away. Finish her off fast and get down into the safe house before more infected can join the attack.

When you're playing as the infected, the Witch can be a very useful distraction, so wait until she attacks before triggering your own ambush.

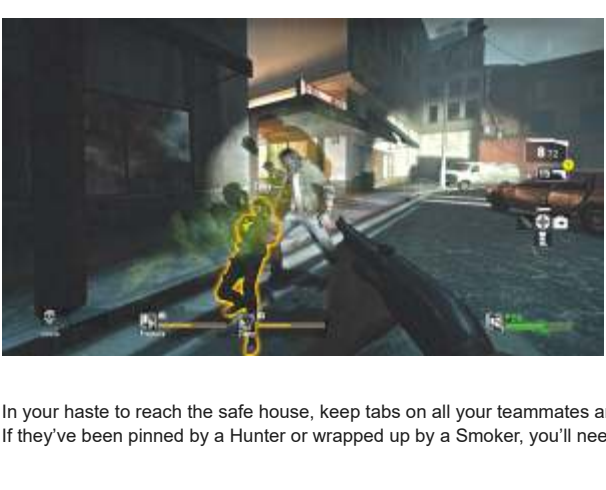
Subway Safe House



Descend the steps to the safe house and clear this room of threats. For the most part, a few common infected will be wandering around down here. But this room could also be the site of a last-ditch attempt by the infected to stop your team, especially during versus matches.

Watch out for Boomers and other bosses lurking down here. Once it's clear, race into the safe house.

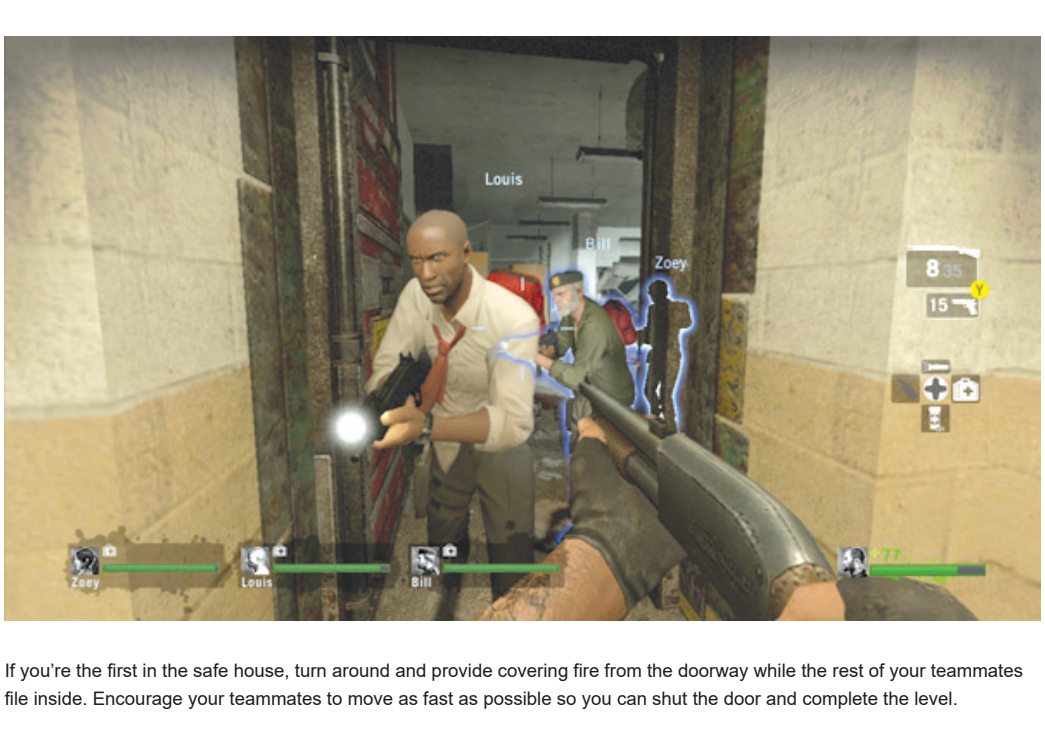
Caution



In your haste to reach the safe house, keep tabs on all your teammates and make sure they're not still up on the street. If they've been pinned by a Hunter or wrapped up by a Smoker, you'll need to go back and rescue them.

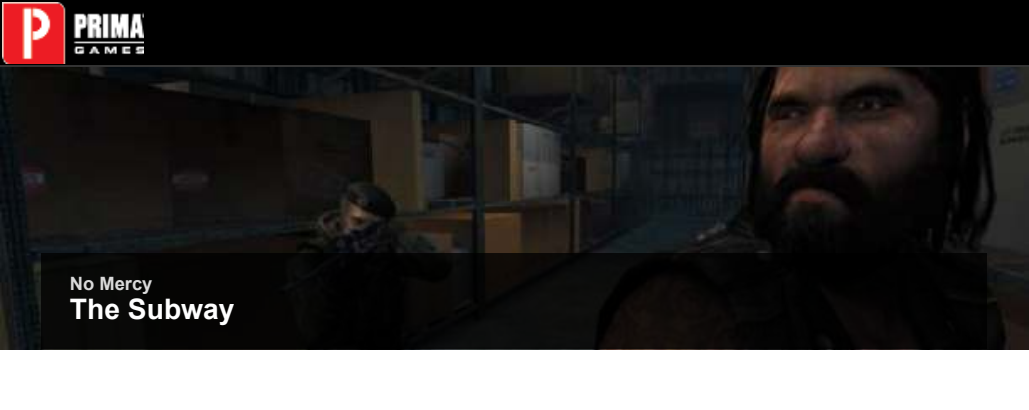
However, such tactics can be used as traps by the infected to draw survivors out of the safe house, so proceed with caution.

Where there's one, there are likely to be others ready to pounce. At times you may be better off sacrificing one teammate to save the rest.



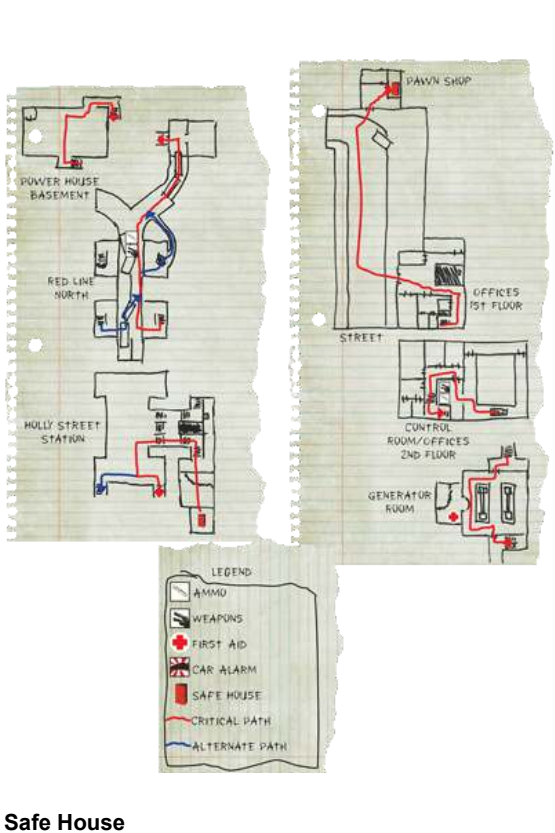
If you're the first in the safe house, turn around and provide covering fire from the doorway while the rest of your teammates file inside. Encourage your teammates to move as fast as possible so you can shut the door and complete the level.

The infected cannot spawn in the room connecting to the safe house, but they can spawn on the street above. So aim at the staircase, as this is the only access point to the safe house—any attackers will come racing down these steps.

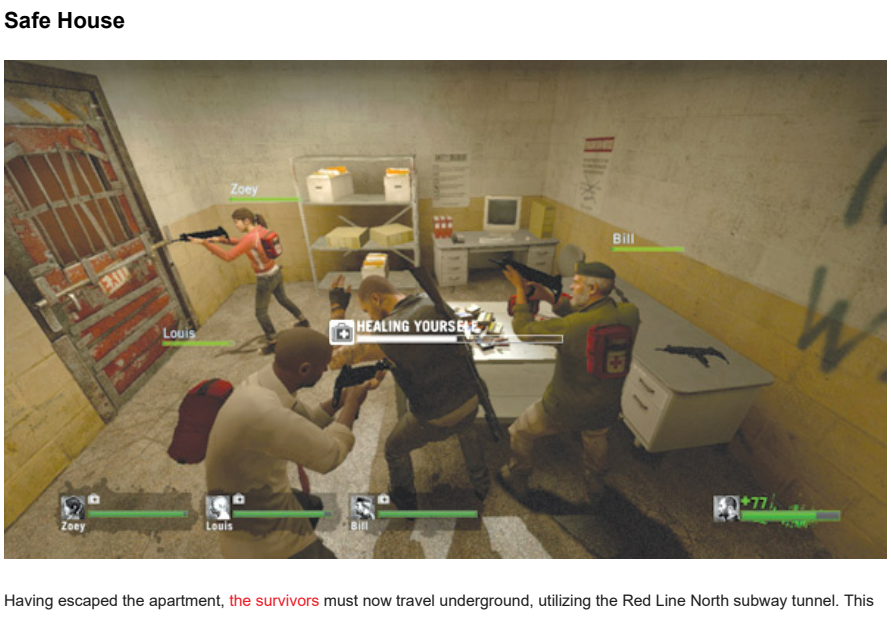


No Mercy

The Subway



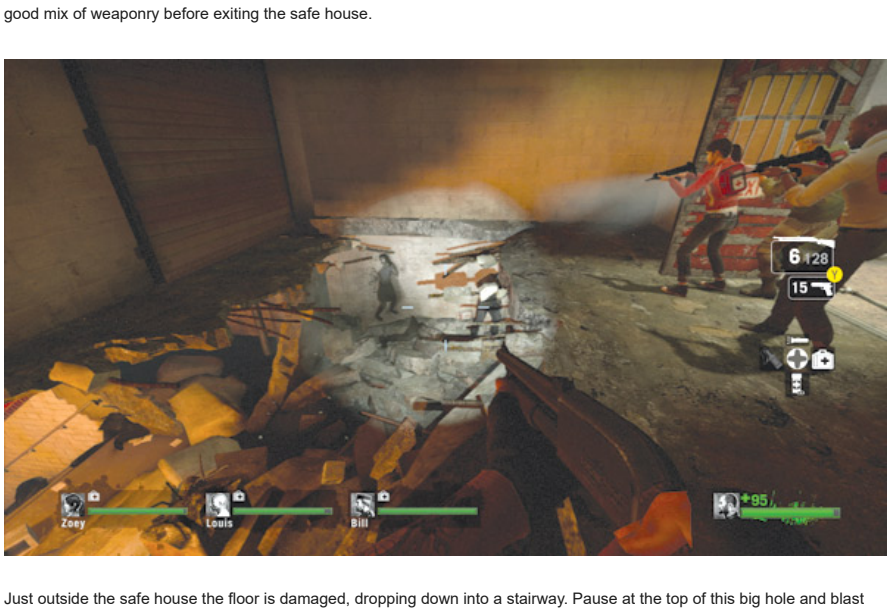
Safe House



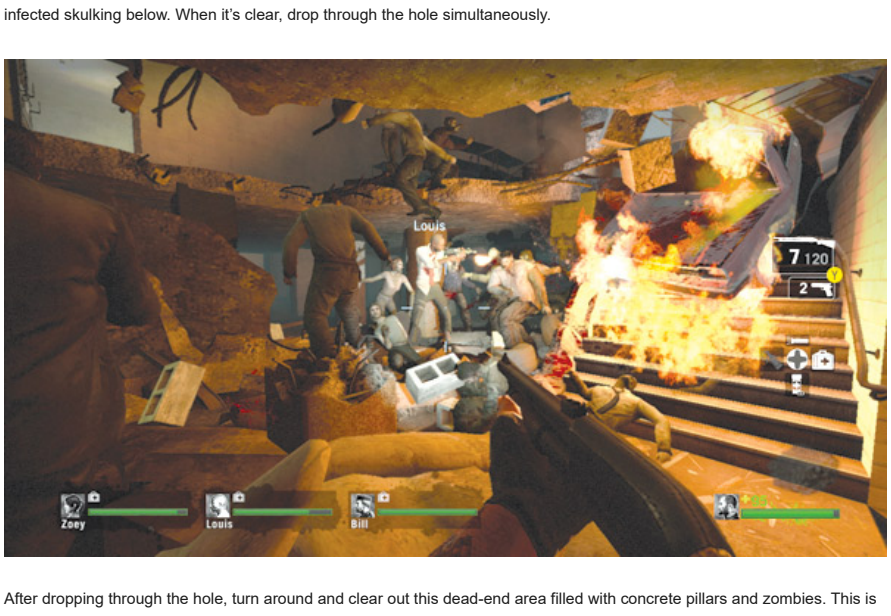
Having escaped the apartment, the survivors must now travel underground, utilizing the Red Line North subway tunnel. This leads directly to the hospital, but given the damage aboveground, it's not certain if the entire stretch of the tunnel is open to foot traffic. Before heading out, stock up on ammo and health in the safe house.

If you haven't already, heal up, then replenish your supplies by grabbing a new first aid kit. There are always four first aid kits in every safe house, so be sure not to leave one behind.

The SMG and pump shotgun are both adequate weapons for clearing the subway tunnels—just make sure your team has good mix of weaponry before exiting the safe house.

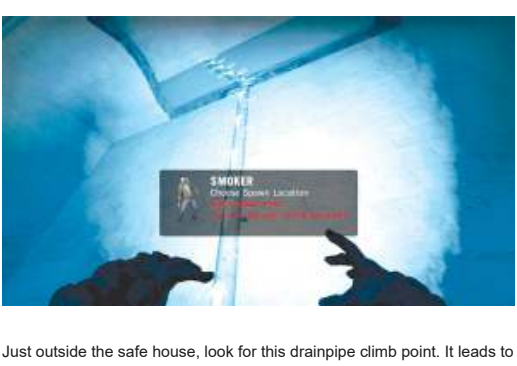


Just outside the safe house the floor is damaged, dropping down into a stairway. Pause at the top of this big hole and blast any zombies lurking below. If you or any team members have a pipe bomb, consider tossing it down the steps to flush out any infected skulking below. When it's clear, drop through the hole simultaneously.



After dropping through the hole, turn around and clear out this dead-end area filled with concrete pillars and zombies. This is a favorite hiding spot for infected looking to pounce on your team early on, so don't turn your back on this area until it's clear. Watch for Boomers and other infected bosses lurking down here.

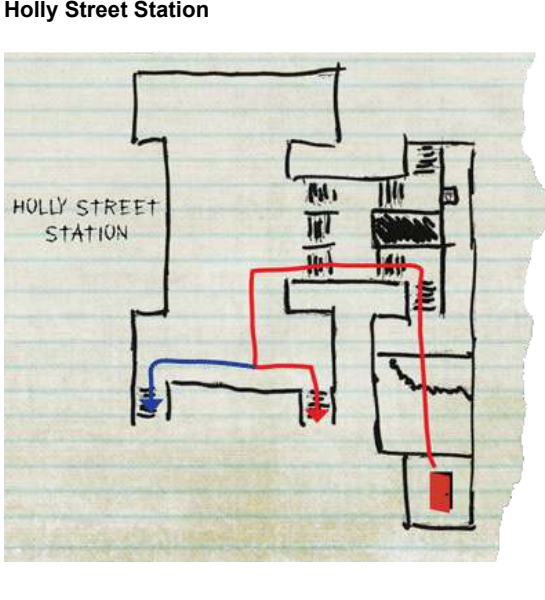
Infected

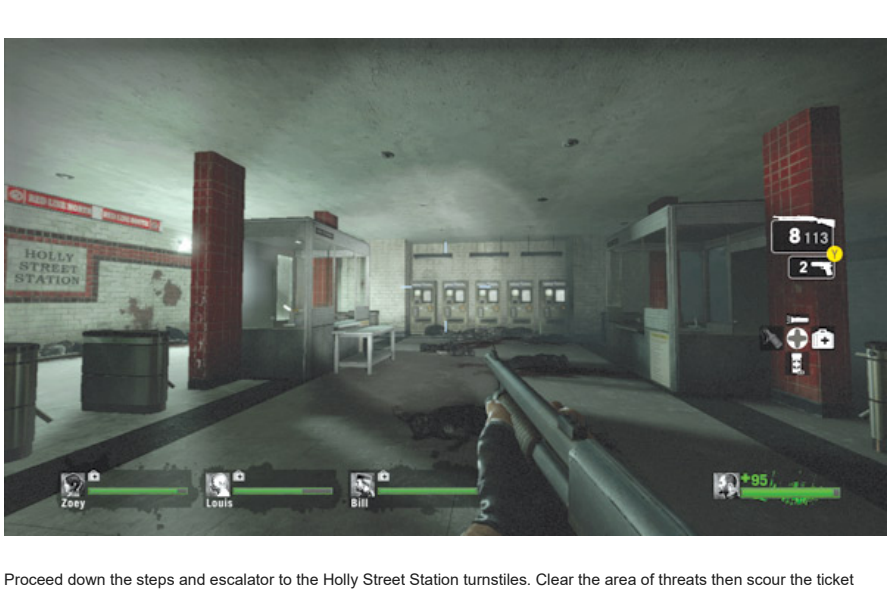


Just outside the safe house, look for this drainpipe climb point. It leads to a small ledge just above the safe house exit. From here you can attack the survivors as soon as they exit.

For best results, wait until most of the survivors have dropped through the hole near the stairway, then attack any stragglers on the upper level. If you're lucky and patient, you may be able to kill at least one survivor here.

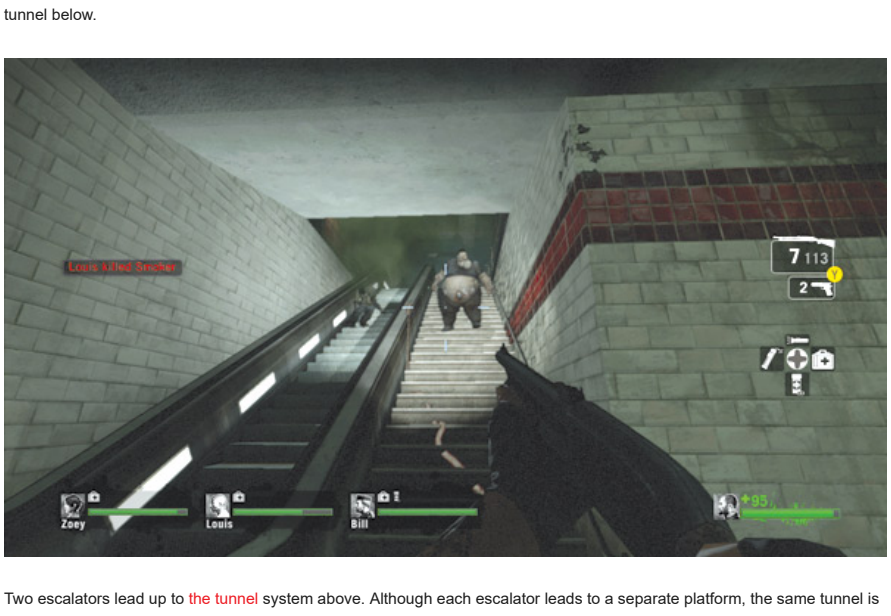
Holly Street Station





Proceed down the steps and escalator to the Holly Street Station turnstiles. Clear the area of threats then scour the ticket booths for supplies. The director may have spawned pills or pipe bombs in one (or both) of the ticket booths. Smash the glass windows with a melee strike to grab the supplies within.

There may also be weapon upgrades on the table in front of one of the ticket booths. Use this opportunity to grab an automatic shotgun, assault rifle, or sniper rifle. If no weapon upgrades appear here, the next best location is in the subway tunnel below.



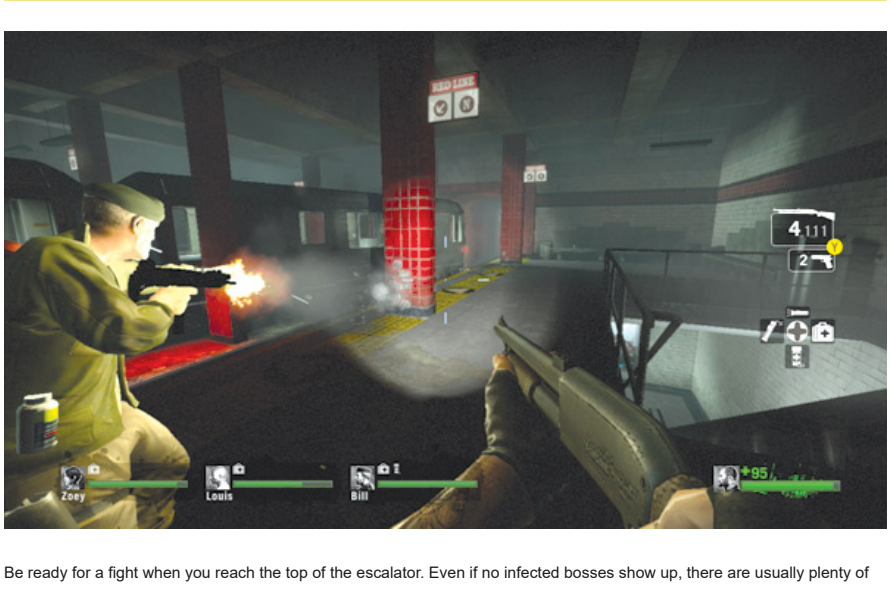
Two escalators lead up to the tunnel system above. Although each escalator leads to a separate platform, the same tunnel is accessible from either.

The escalator to the left leads to the Red Line North platform, putting you close to the tunnel you need to travel through. Whatever your decision, stick together. If your team gets split up here, the infected will have an easier time dispatching you.

Infected

While the survivors make their decision on which escalator to take, position your team on the platforms above. When the opposing team makes a move for one of the two escalators, call it out so your team can attack simultaneously.

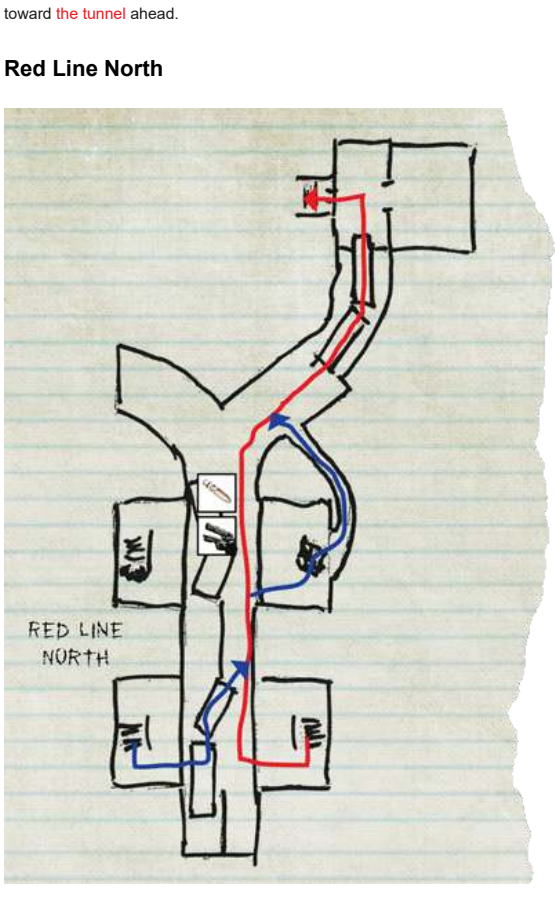
For best results, wait until they reach the platform. Or if they have split up, organize your team to eliminate any loners.

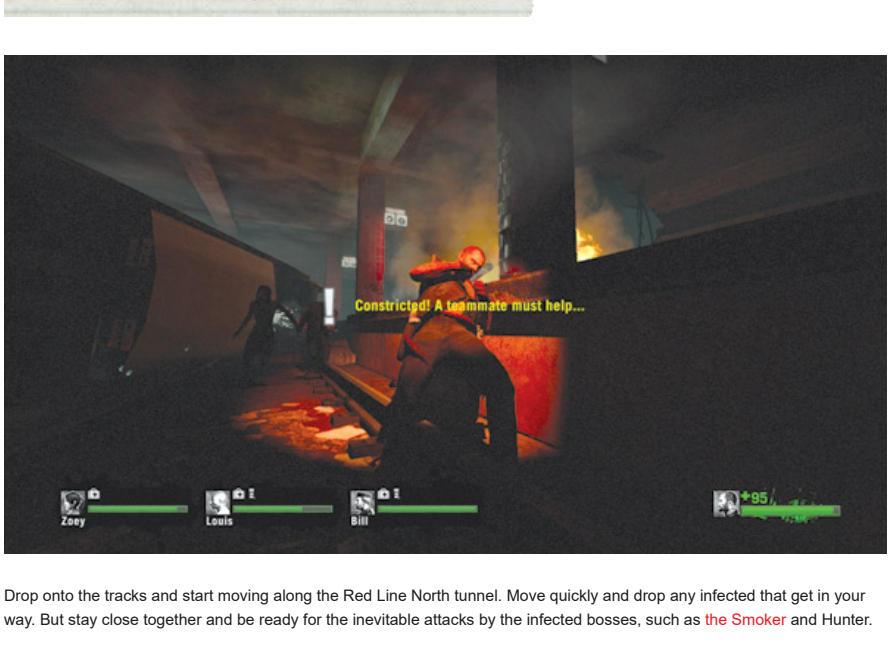


Be ready for a fight when you reach the top of the escalator. Even if no infected bosses show up, there are usually plenty of common infected to mop up before you can make a move for the tunnel. Also, don't linger around the escalators.

Infected spawning downstairs love to rush up these steps and flank your team from behind. So remain vigilant while pushing toward the tunnel ahead.

Red Line North





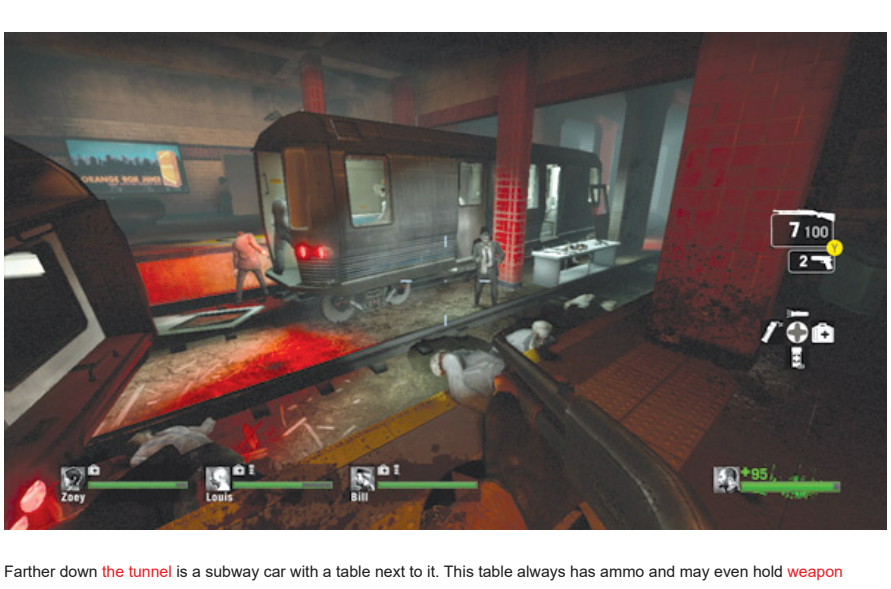
Drop onto the tracks and start moving along the Red Line North tunnel. Move quickly and drop any infected that get in your way. But stay close together and be ready for the inevitable attacks by the infected bosses, such as the Smoker and Hunter.

The closer you stay together, the quicker your teammates will be able to respond to these attacks.

Infected

While in ghost mode, continually monitor the survivors as they move through the tunnel. There are many opportunities for them to get separated here, giving your team the perfect chance to attack.

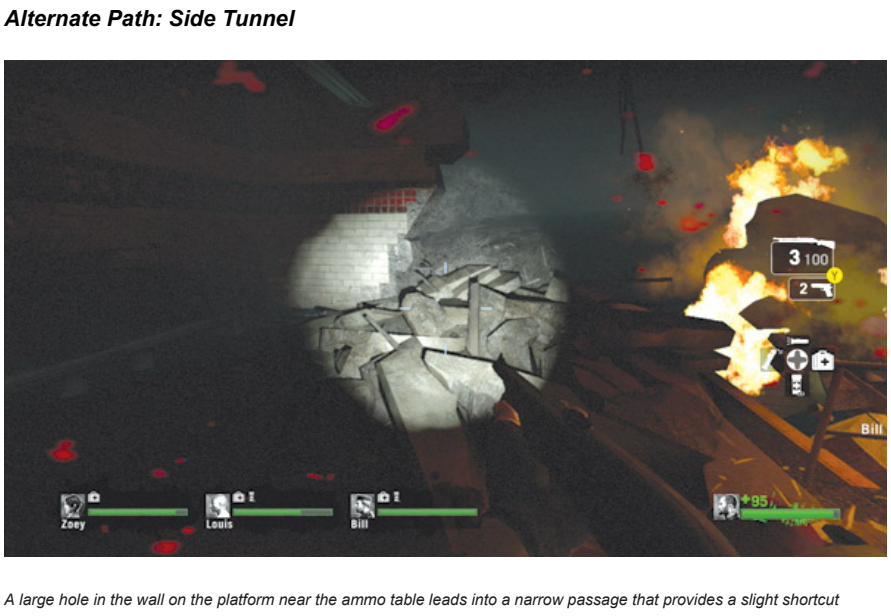
Watch for stragglers, then immediately spawn just out of sight and initiate your attack. Hunters can dish out some serious damage, especially if the victim's teammates are far away and unable to quickly respond.



Farther down the tunnel is a subway car with a table next to it. This table always has ammo and may even hold weapon upgrades. But these supplies are in the middle of the tunnel so be ready for ambushes.

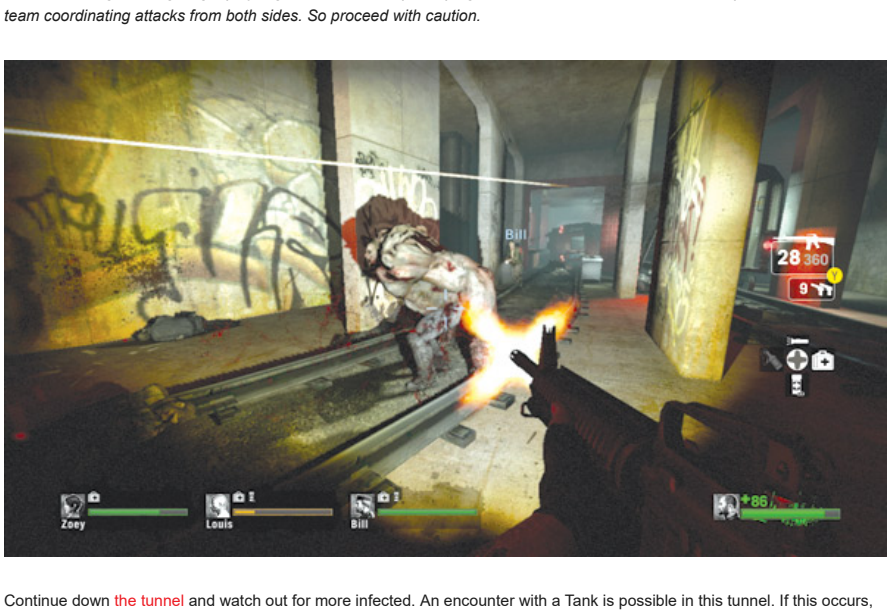
Cautiously clear the area of threats before dashing for the ammo and weapons. All the weapon upgrades are an improvement over the SMG and pump shotgun. Give the assault rifle or automatic shotgun a try before moving on.

Alternate Path: Side Tunnel



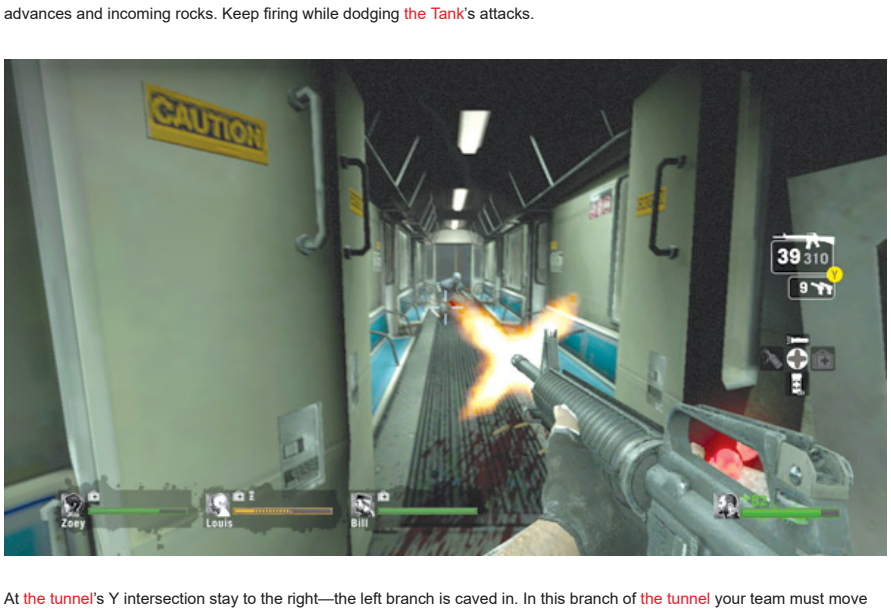
A large hole in the wall on the platform near the ammo table leads into a narrow passage that provides a slight shortcut through the subway tunnel. It's usually a safe route, filled with few infected.

Consider taking it during single-player games or the co-op campaign. But in versus mode, it can be a trap, with the infected team coordinating attacks from both sides. So proceed with caution.



Continue down the tunnel and watch out for more infected. An encounter with a Tank is possible in this tunnel. If this occurs, mobility is your biggest concern, so stay out of subway cars and other cramped areas that prevent lateral movement.

The tunnel's Y intersection is one of the best spots to deal with such threats, offering some room to sidestep the Tank's advances and incoming rocks. Keep firing while dodging the Tank's attacks.



At the tunnel's Y intersection stay to the right—the left branch is caved in. In this branch of the tunnel your team must move through a subway car. Cars can actually work to your team's favor, preventing you from being flanked from the sides.

However, it's important to keep weapons aimed at the front and rear of the car—these are the only entry points. Swarm attacks are particularly easy to defeat in these cars, especially if a shotgun or assault rifle is deployed against the incoming horde.

Tip

Ammo is very precious and quickly disappears if you're using the SMG or Assault Rifle. So use these weapons only when you encountering large or tough groups of enemies. The pistol or dual pistols are more than adequate for dealing with small gatherings or individual infected.

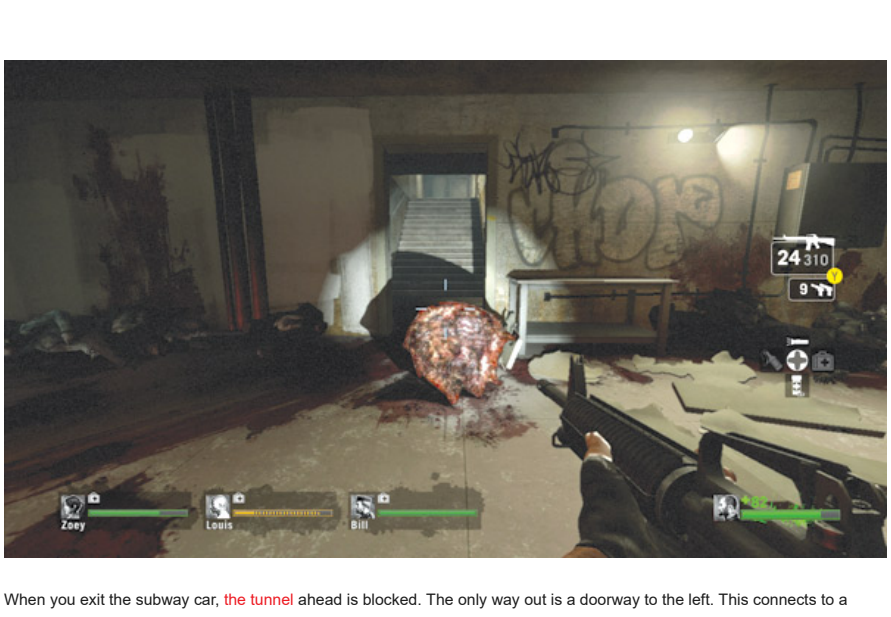
Infected

ATTACK THE SURVIVORS

If you get the chance to play as the Tank in the subway tunnel, try to attack the survivors as soon as they exit the subway car, at the dead end near the powerhouse stairwell. This dead end (or the stairwell) is a good confined space to dish out some serious damage on the opposing team.

If you attack them in the subway car or beyond, they can simply backpedal down the tunnel and escape your attacks while inflicting massive damage on your Tank.

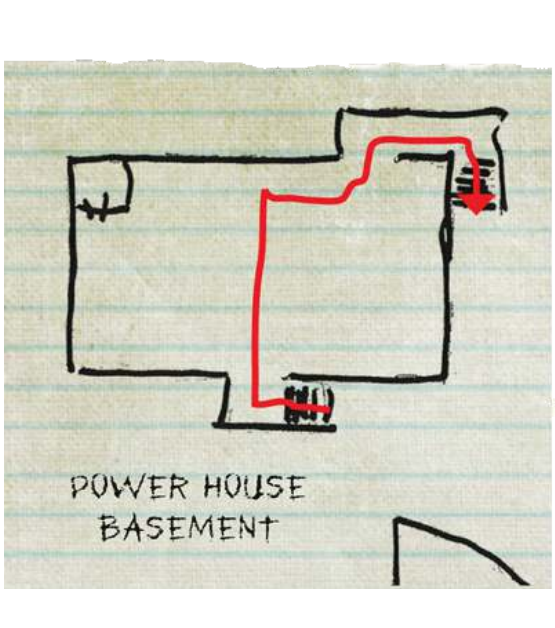
Powerhouse

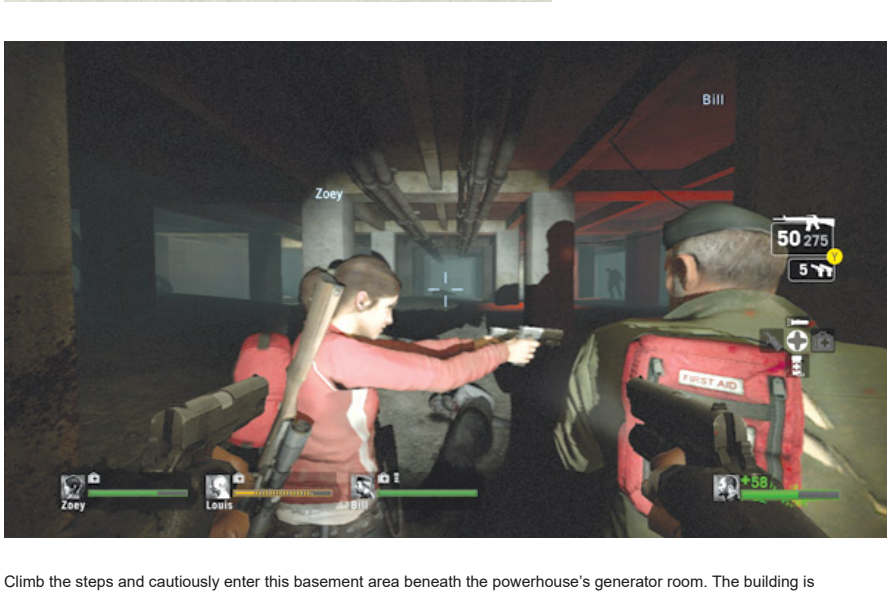


When you exit the subway car, the tunnel ahead is blocked. The only way out is a doorway to the left. This connects to a short staircase leading to the basement of an old powerhouse. Be careful when stepping in front of this doorway.

This area is a popular choke point used by the infected team to keep your team from advancing out of the subway tunnel. So stick together and quickly deal with any attacks by the infected while advancing up these steps.

Basement





Climb the steps and cautiously enter this basement area beneath the powerhouse's generator room. The building is supported by several concrete pillars, providing optimal hiding spots for the undead. Clear as many threats as possible from this entry point, then step inside and clear the corners.

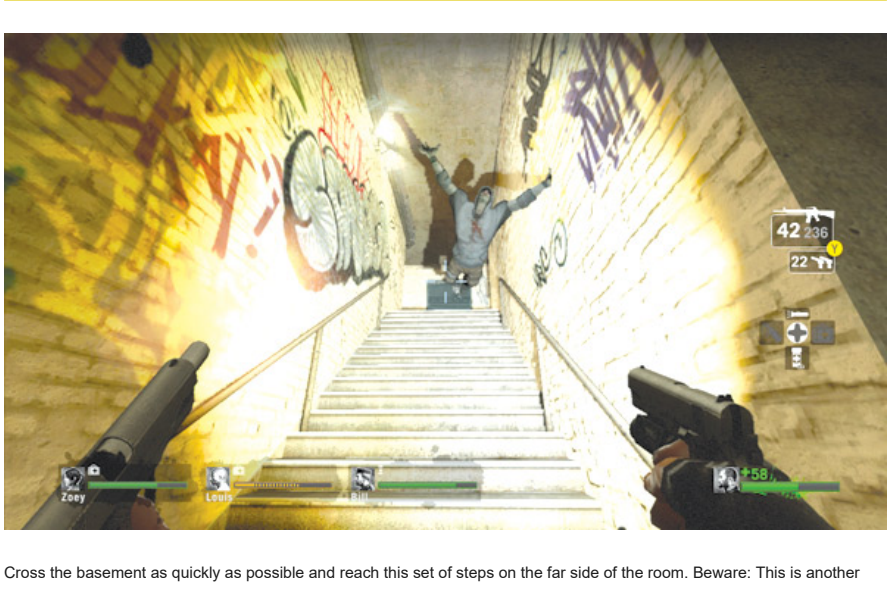
The basement's exit is on the opposite side of the room, so advance through this area quickly to avoid getting bogged down. But stay together; it's easy to get separated in this large, dark room. So keep an eye on your teammates and offer support as needed.

Infected

The basement is a great spot to attack the survivors, especially if playing as the Smoker or Hunter. Hide behind a pillar to spawn, then lurk in the shadows until you can initiate a successful attack.

The long sight lines in the room don't favor the Boomer as much. However, if you move up into the generator room, you can vomit on the survivors through this hole in the floor behind the chain gun.

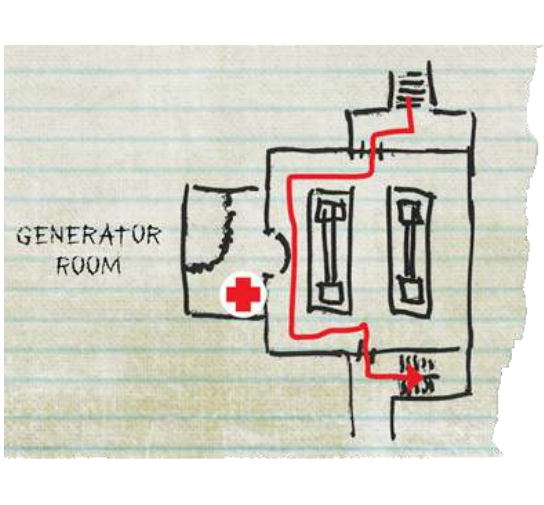
This will trigger a swarm attack, giving your teammates an even better opportunity to dish out some damage.

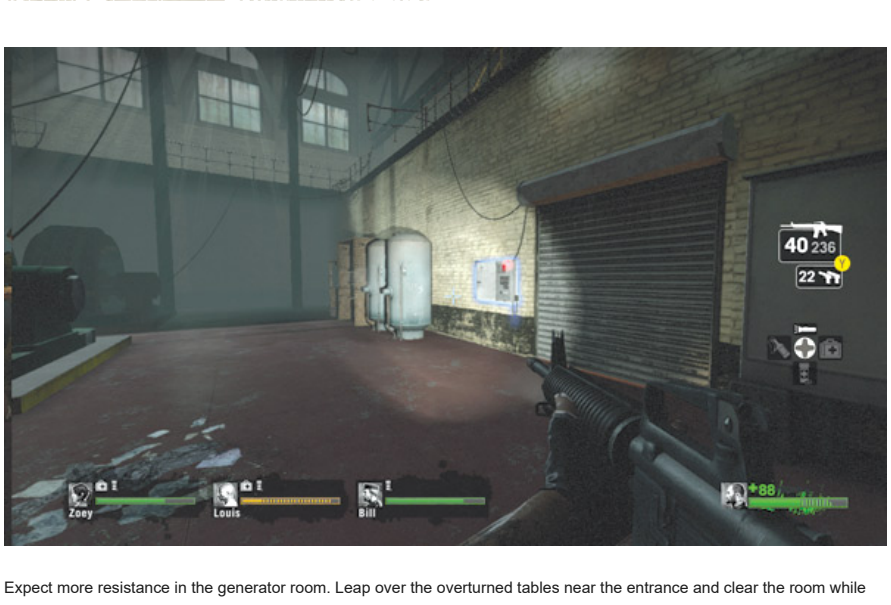


Cross the basement as quickly as possible and reach this set of steps on the far side of the room. Beware: This is another likely spot for an ambush by the infected.

A Hunter can leap from the top of the steps and pin you or a teammate with ease. Make sure your teammates are within support range before entering this area. Once the stairway is clear, race up the steps and enter the generator room.

Generator Room

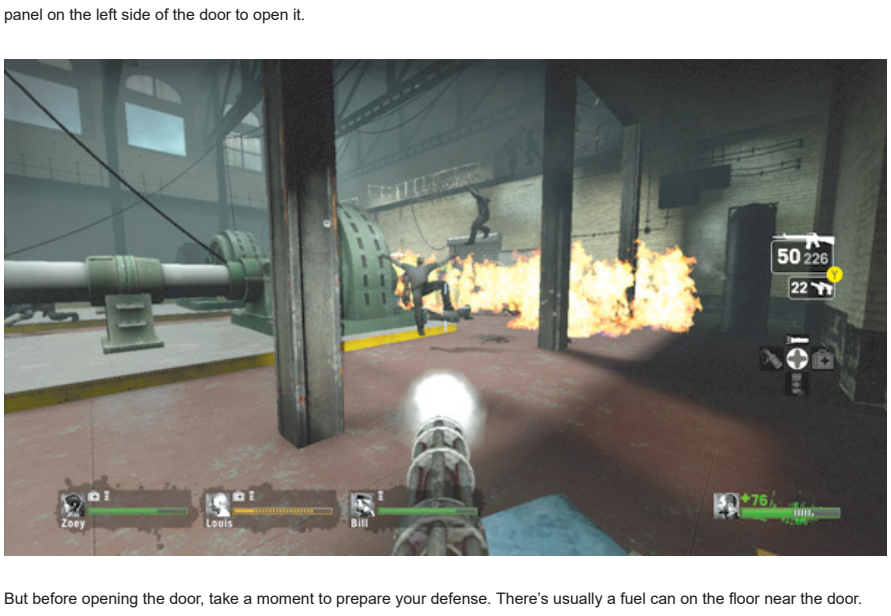




Expect more resistance in the generator room. Leap over the overturned tables near the entrance and clear the room while moving to the right side, where you'll find a chain gun aimed toward the generators.

This is the site of a mini-finale, a sequence where the survivors must hold a fixed position for a short amount of time while the infected attack.

In this case, your team must hold out while a sliding door on the opposite side of the room opens—interact with the control panel on the left side of the door to open it.

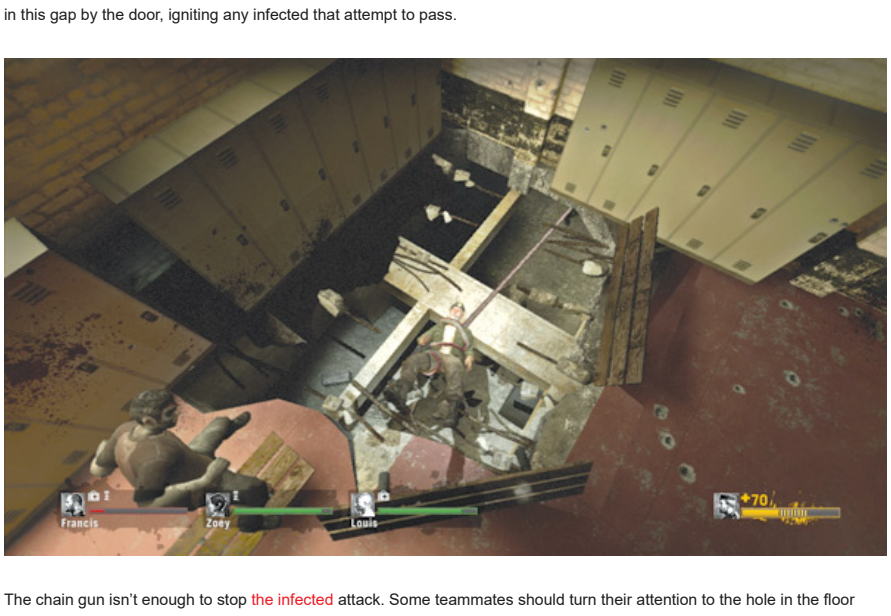


But before opening the door, take a moment to prepare your defense. There's usually a fuel can on the floor near the door. Pick it up and drop it in the space between the door and the generator nearest the chain gun.

Next, raid the first aid station behind the chain gun and heal any team members with low health. When you're ready to begin, have one of your teammates man the chain gun while another runs to the door's control panel.

Once it's activated, the lights in the room turn on and the door rises slowly. This also triggers an attack by the infected.

Use the chain gun to mow down the attackers and be sure to target the fuel can near the generator. This creates a wall of fire in this gap by the door, igniting any infected that attempt to pass.



The chain gun isn't enough to stop the infected attack. Some teammates should turn their attention to the hole in the floor behind the chain gun.

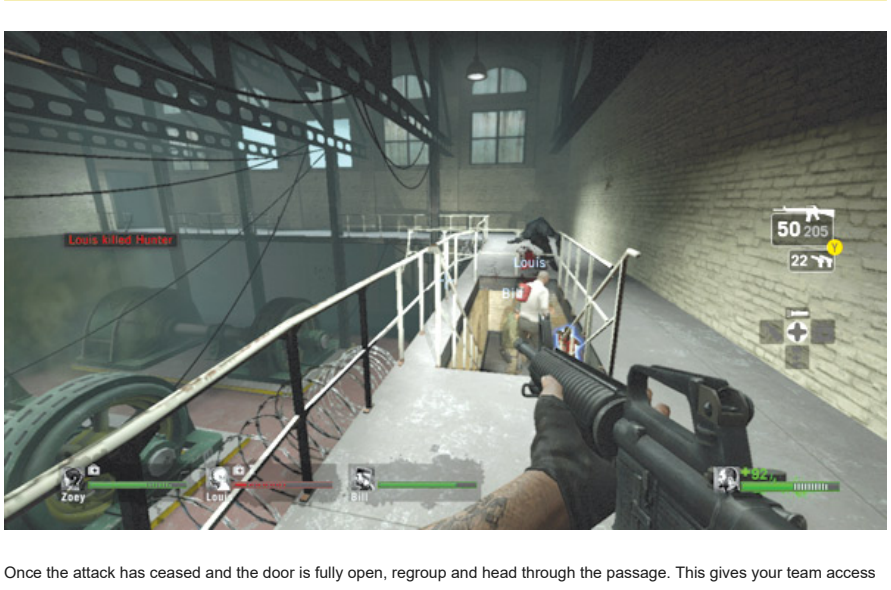
Common infected will climb up through this hole from the basement and attack. A Smoker positioned in the basement can even pull a survivor through this hole and pummel the victim to death.

So it's important this hole is covered by at least a couple of survivors while the other two open fire on the hostiles in the generator room.

Infected

There are numerous climb points in the generator room, leading to the upper-level catwalk and even the steel beams high above the room.

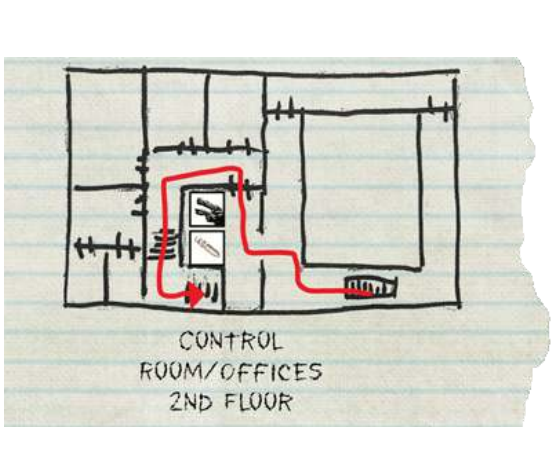
Consider attacking from above while the survivors attempt to fend off the common infected. Hunters are particularly effective when leaping down on the survivors from these high points. They'll never know what hit them!

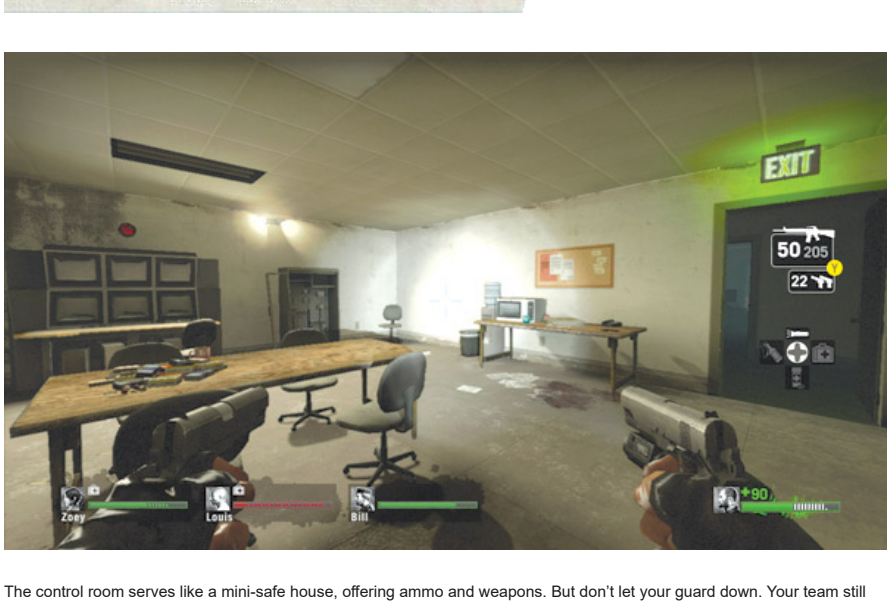


Once the attack has ceased and the door is fully open, regroup and head through the passage. This gives your team access to a staircase leading to the upper-level catwalk surrounding the generator room.

Carefully make your way up the stairs while watching for more infected stragglers eager to ambush your team. Once up the steps, rush into the nearby control room.

Control Room





The control room serves like a mini-safe house, offering ammo and weapons. But don't let your guard down. Your team still has a long way to go before it reaches a proper safe house.

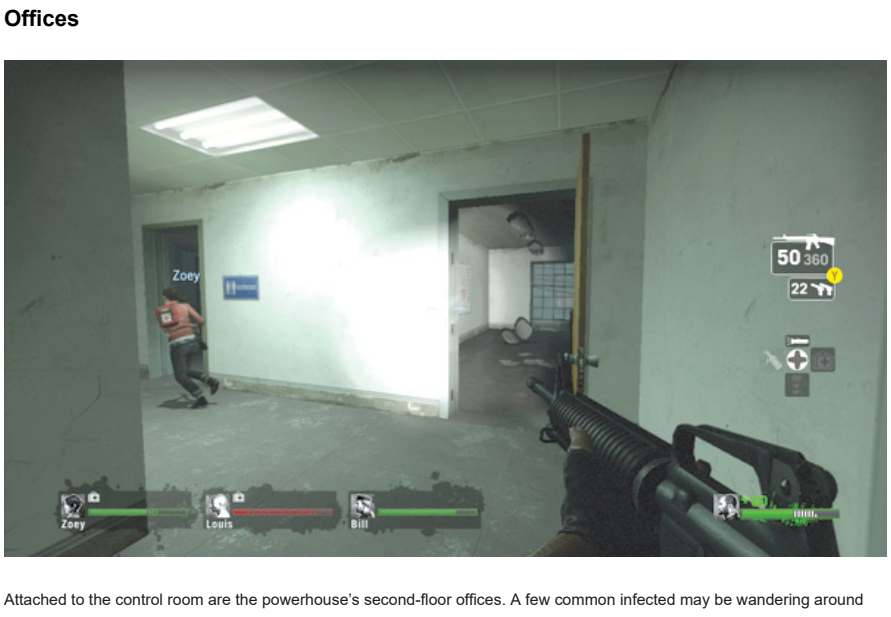
Before stocking up, close the two doors to prevent the infected from sneaking up on your team. For the fight ahead, consider equipping your team with three assault rifles and one auto shotgun.

Although some close combat is required while exiting the powerhouse offices, the street outside features long sight lines, ideal for the assault rifle during your team's race to the pawn shop safe house.

Tip

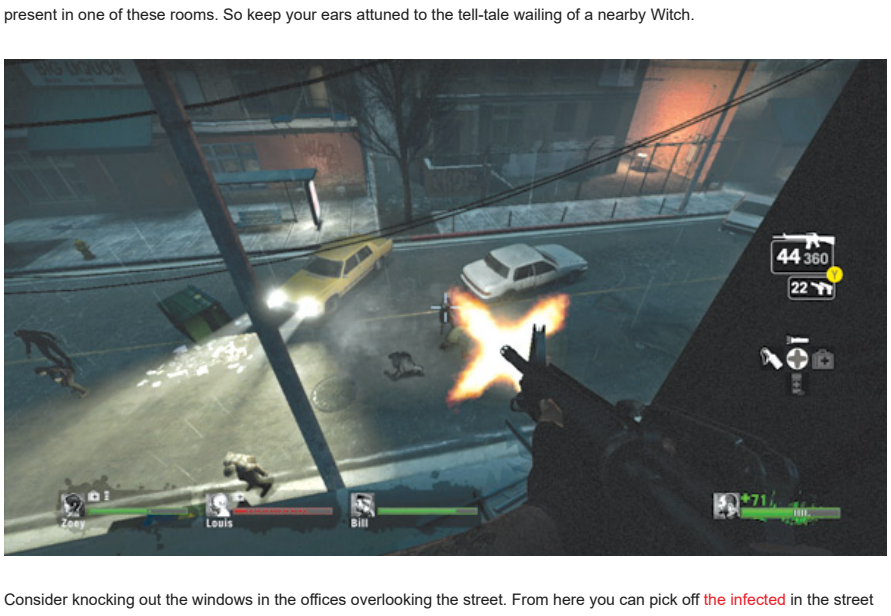
The infected cannot open doors. They must break them with melee attacks. So when playing as the survivors, make a habit of closing every door you pass through. Not only will this slow down the infected, but it will also give you an audible cue when one tries to break through a door.

Offices



Attached to the control room are the powerhouse's second-floor offices. A few common infected may be wandering around these halls and rooms, so stay together and search each room for useful supplies, such as molotovs and pills.

As long as you stay close together, the infected won't have much of a chance to stage a serious attack—unless a Witch is present in one of these rooms. So keep your ears attuned to the tell-tale wailing of a nearby Witch.



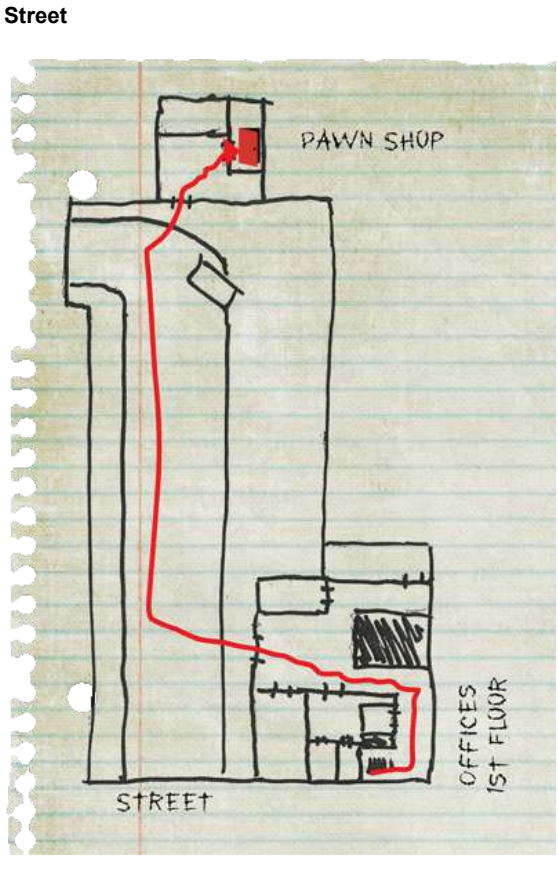
Consider knocking out the windows in the offices overlooking the street. From here you can pick off the infected in the street below, helping clear a path for your eventual run to the pawn shop. But don't linger in front of these large windows for long—a Smoker on the street below may yank you out of the building.

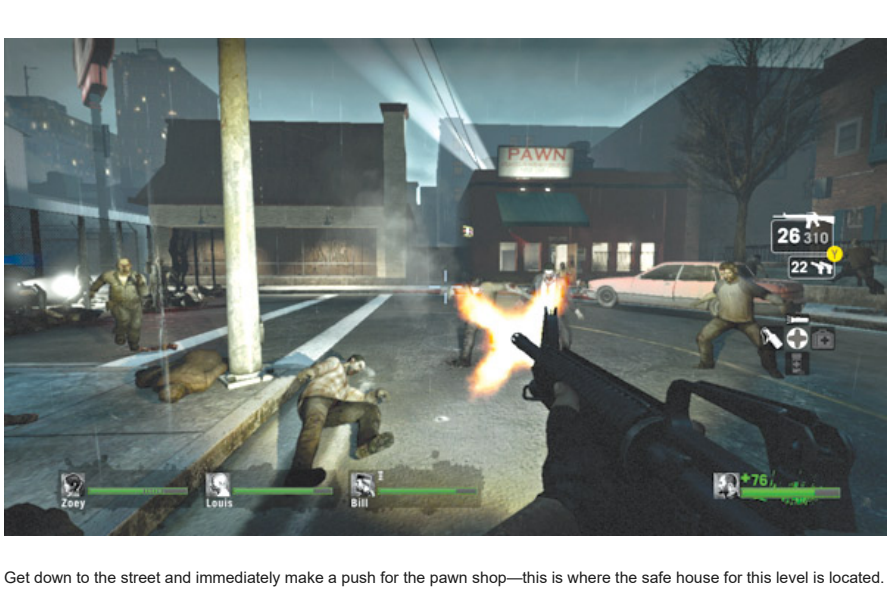
Monitor the street, take a few shots, then rush downstairs and prepare to dash down the street. If you drop to the street through the window, you will take fall damage, so use the stairs.

Infected

If playing as the Smoker, look for opportunities to pull survivors out of the second-floor windows of the offices. If you manage to pull one down to the street level, the common infected will provide plenty of assistance pummeling your victim.

Street

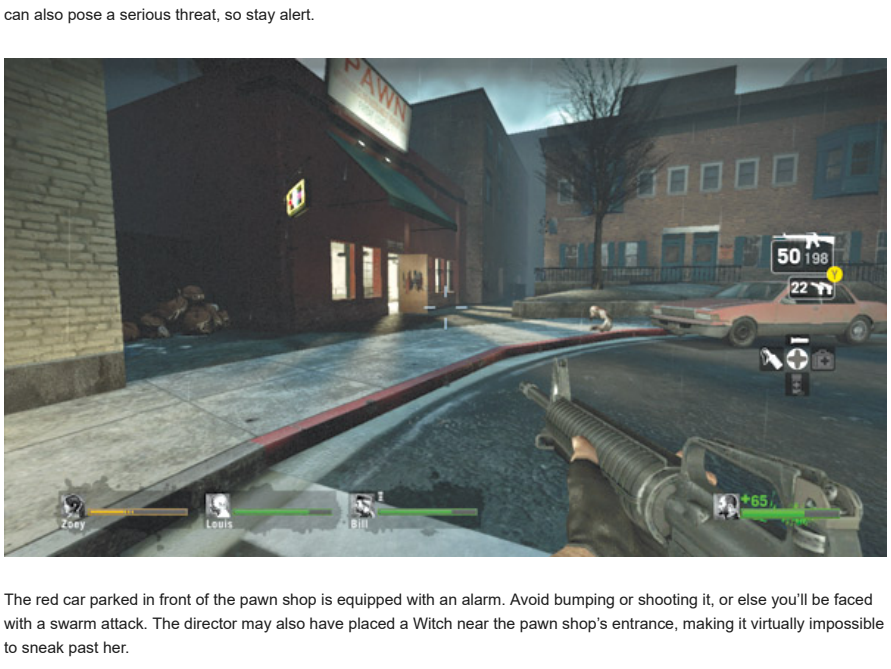




Get down to the street and immediately make a push for the pawn shop—this is where the safe house for this level is located. Stay together, but avoid stopping while moving down the street, engaging the infected while on the move.

In versus mode, your opponents will undoubtedly throw everything they have at you here to prevent you from making it to the safe house. As you near the pawn shop, watch the chain-link fence on the left.

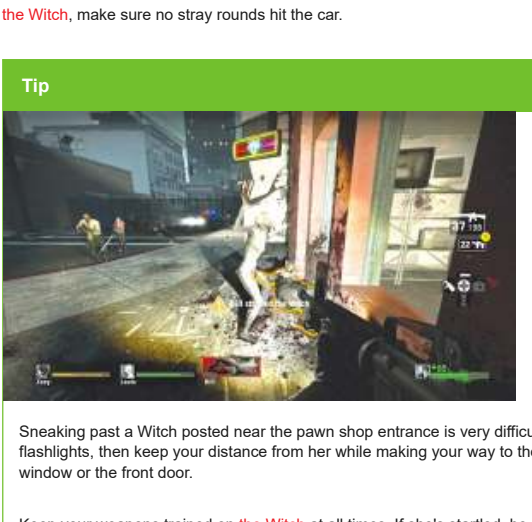
Common infected will most likely climb over this fence to attack your team. Hunters and Smokers hiding around the corner can also pose a serious threat, so stay alert.



The red car parked in front of the pawn shop is equipped with an alarm. Avoid bumping or shooting it, or else you'll be faced with a swarm attack. The director may also have placed a Witch near the pawn shop's entrance, making it virtually impossible to sneak past her.

Between the car alarm and a Witch, this is a very serious situation that must be dealt with very carefully. If you must engage the Witch, make sure no stray rounds hit the car.

Tip



Sneaking past a Witch posted near the pawn shop entrance is very difficult, but not impossible. Start by shutting off your flashlights, then keep your distance from her while making your way to the pawn shop's closest entry point, be it a window or the front door.

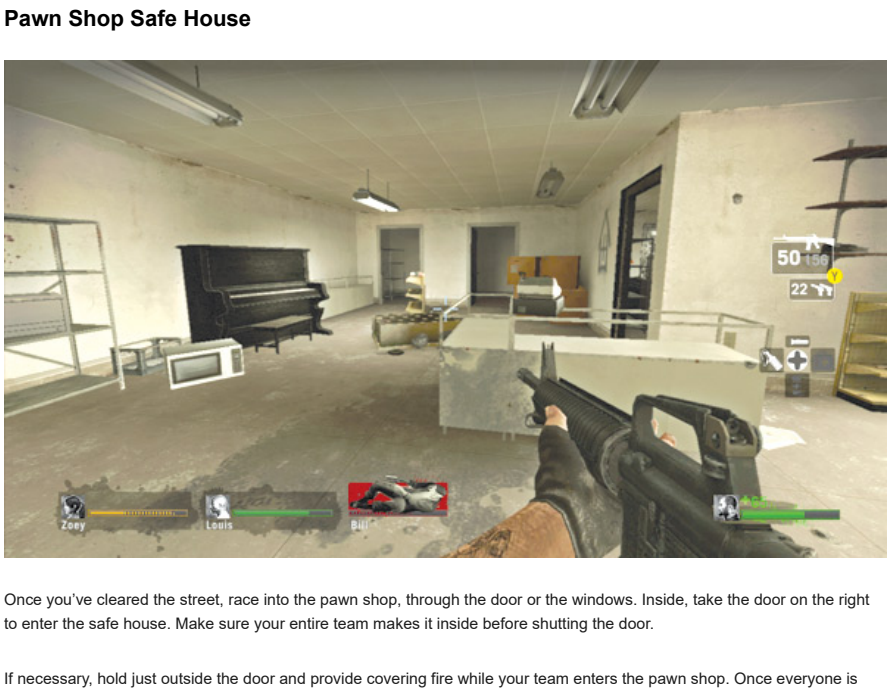
Keep your weapons trained on the Witch at all times. If she's startled, be ready to open fire. Headshots do the most damage, so try to take her down fast before she seriously injures you or a teammate.

Infected

When playing as the infected, avoid spawning in the middle of the street. There is little cover and the survivors can see you, preventing a spawn. Instead, hide on the sides of the street, and look for opportunities to blindside the survivors.

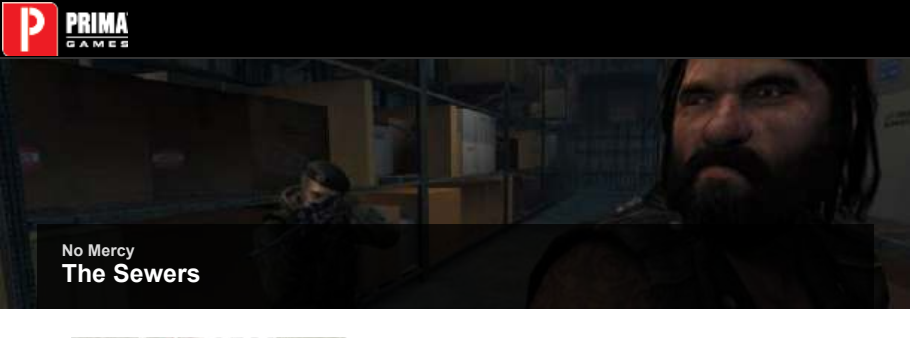
There are several climb points on the buildings and semitruck, allowing you to attack from above. If the Witch is present, wait until she's startled or until the car alarm is set off to spring your attack.

Pawn Shop Safe House



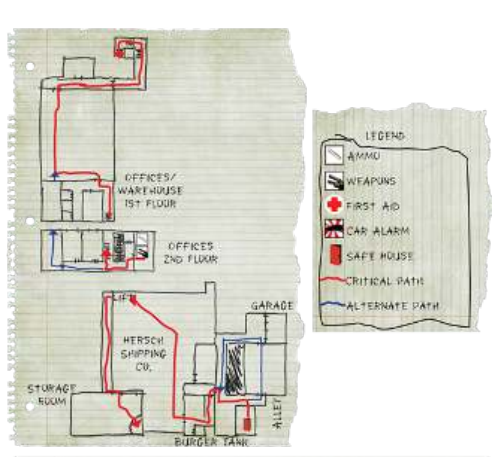
Once you've cleared the street, race into the pawn shop, through the door or the windows. Inside, take the door on the right to enter the safe house. Make sure your entire team makes it inside before shutting the door.

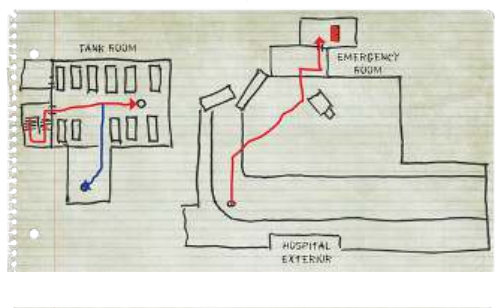
If necessary, hold just outside the door and provide covering fire while your team enters the pawn shop. Once everyone is inside and the door is closed, the level is complete and your team is safe—at least for a little while.

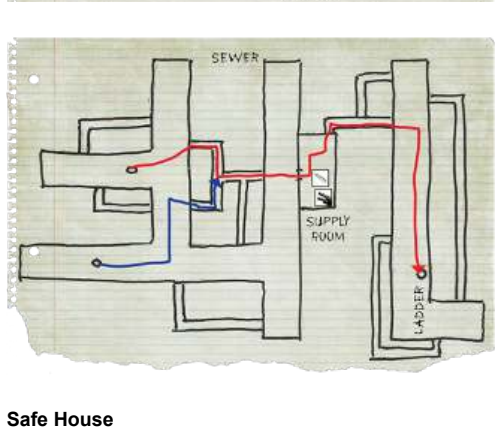


No Mercy

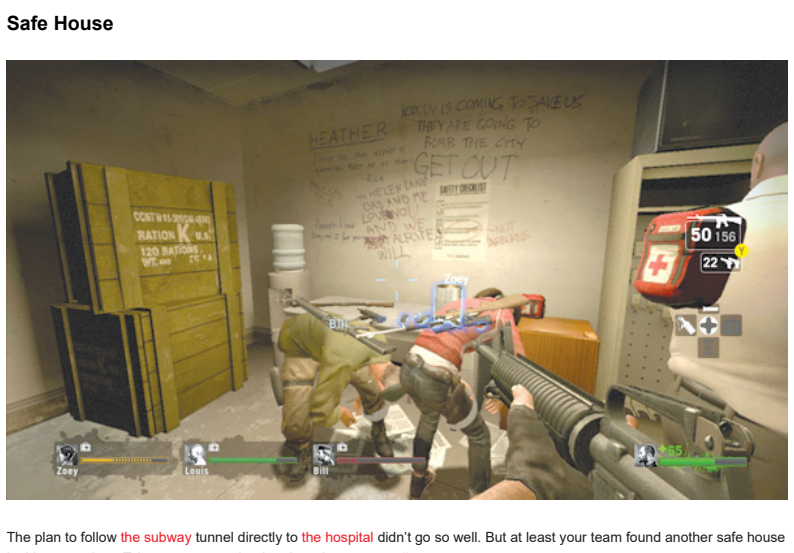
The Sewers







Safe House

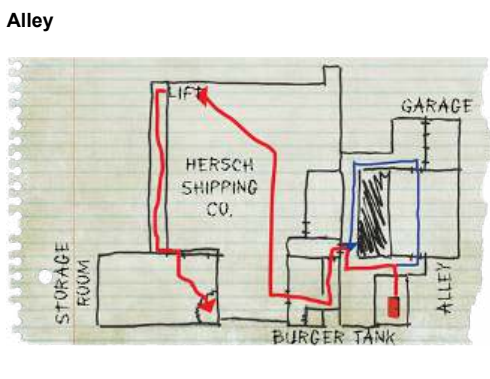


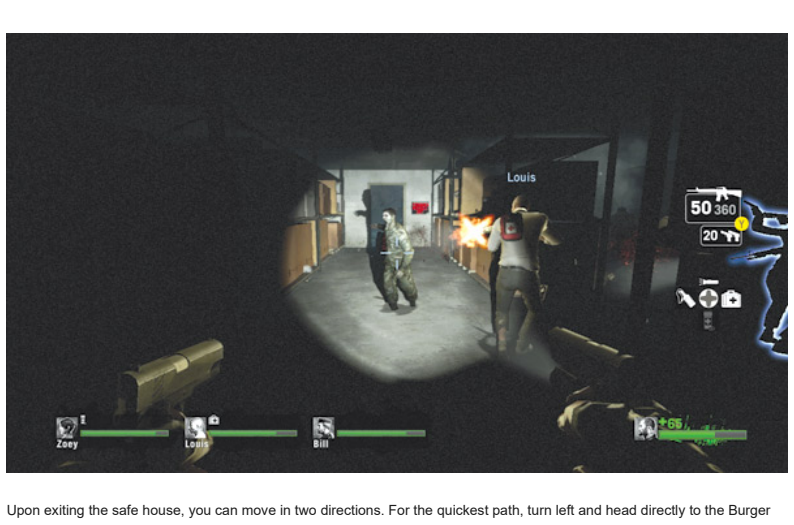
The plan to follow the subway tunnel directly to the hospital didn't go so well. But at least your team found another safe house in this pawn shop. Take a moment to heal and stock up on supplies.

Avoid grabbing the SMG or pump shotgun offered here if you already possess the assault rifle, auto shotgun, or sniper rifle—the SMG and pump shotgun are downgrades.

Once you've cleared out the safe house, turn to the door and be ready to make a move down the alleyway.

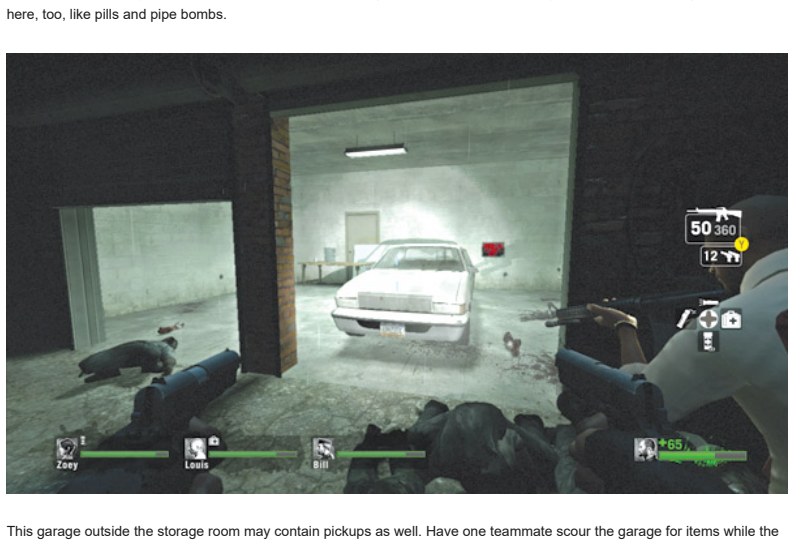
Alley





Upon exiting the safe house, you can move in two directions. For the quickest path, turn left and head directly to the Burger Tank fast food restaurant. However, supplies can be found in the small storage room directly across from the safe house.

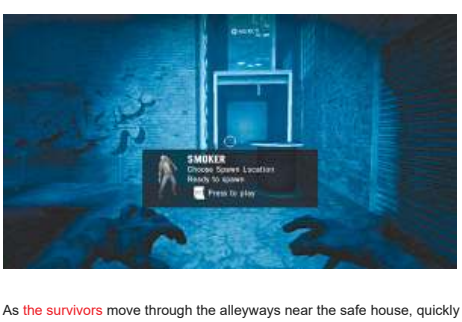
The room is extremely dark, so watch out for infected lurking inside. But the director may have dropped some goodies in here, too, like pills and pipe bombs.



This garage outside the storage room may contain pickups as well. Have one teammate scour the garage for items while the rest of the team covers the alley for incoming threats.

Make sure all searches for items are quick. Infected bosses may attack from the surrounding rooftops, so avoid loitering in one spot.

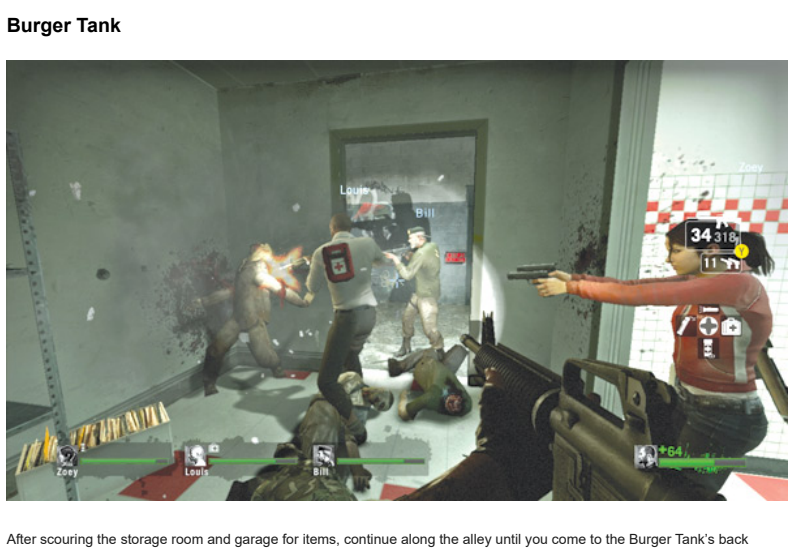
Infected



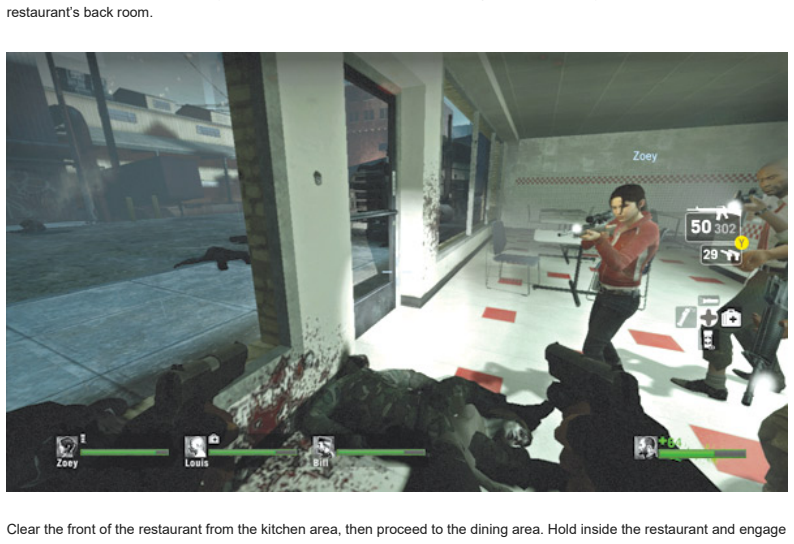
As the survivors move through the alleyways near the safe house, quickly utilize the climb points to reach the rooftops. Attacking from above is the best way to get the jump on the survivors in this area.

From these elevated positions, Hunters can easily pounce on survivors, Smokers can ensnare them, and Boomers can jump down into the middle of a group.

Burger Tank



After scouring the storage room and garage for items, continue along the alley until you come to the Burger Tank's back entrance. Step inside and be ready to confront a few common infected milling about. There may also be items in the restaurant's back room.



Clear the front of the restaurant from the kitchen area, then proceed to the dining area. Hold inside the restaurant and engage all visible infected wandering around the loading dock area outside.

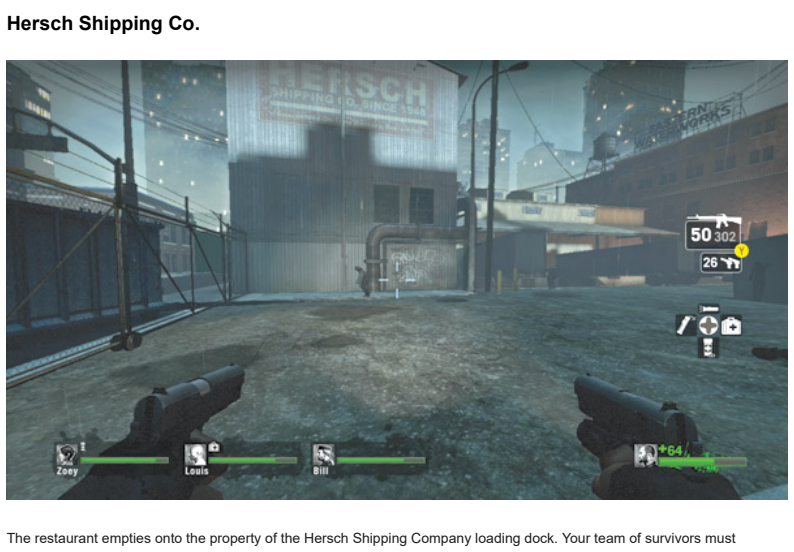
Pay close attention to the chain-link fence on the left. Infected on the other side of the fence may climb it in an effort to reach your team. Finish them off before they can reach you.

Infected

Instead of attacking the survivors inside Burger Tank, climb to the restaurant's rooftop and wait for them to walk outside. If they're not paying close attention, you can hit them from behind before they have a chance to retaliate.

The warehouse rooftop across from the restaurant is another good position from which to attack.

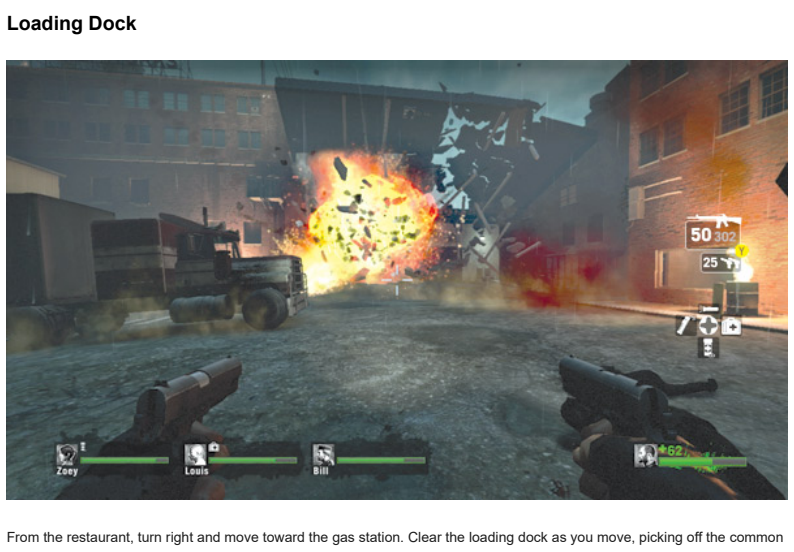
Hersch Shipping Co.



The restaurant empties onto the property of the Hersch Shipping Company loading dock. Your team of survivors must advance through the facility's offices, warehouse, and basement before you can reach the sewer system leading to the hospital.

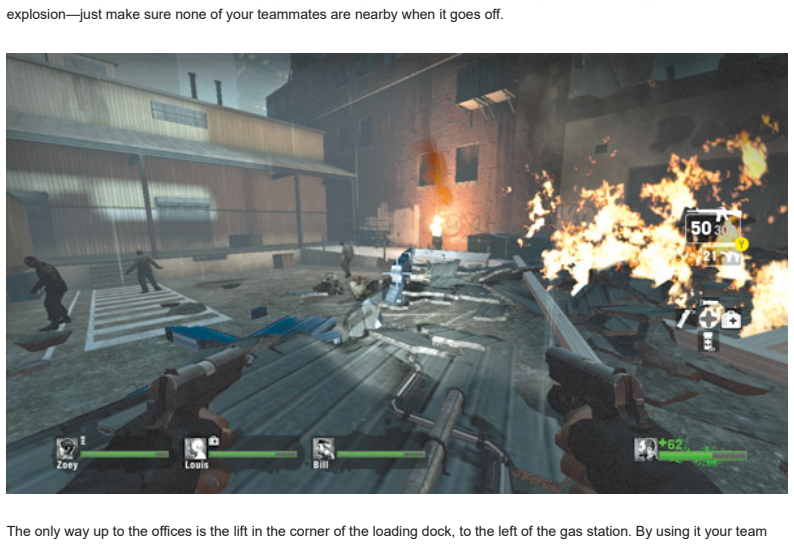
The loading dock usually only has a handful of infected, but their ranks may swell quickly the longer your team loiters around.

Loading Dock



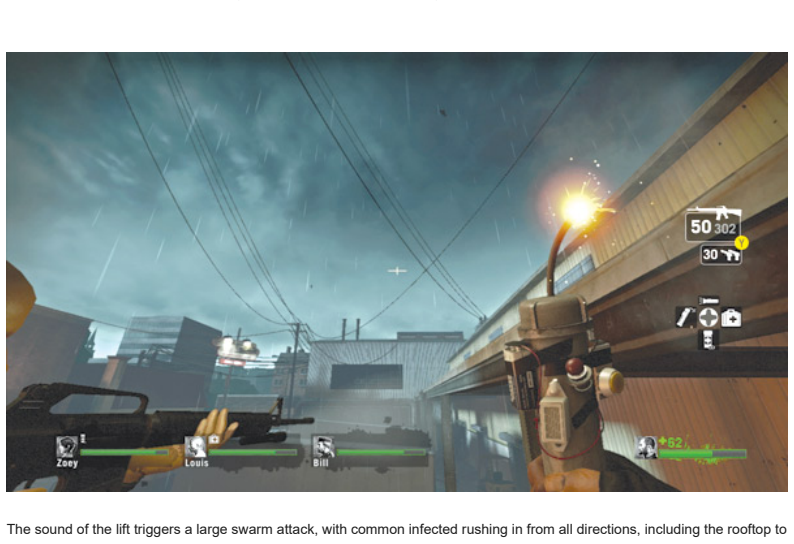
From the restaurant, turn right and move toward the gas station. Clear the loading dock as you move, picking off the common infected one by one.

If there is a large cluster of zombies hanging around the gas station, target one of the gas pumps to trigger a massive explosion—just make sure none of your teammates are nearby when it goes off.



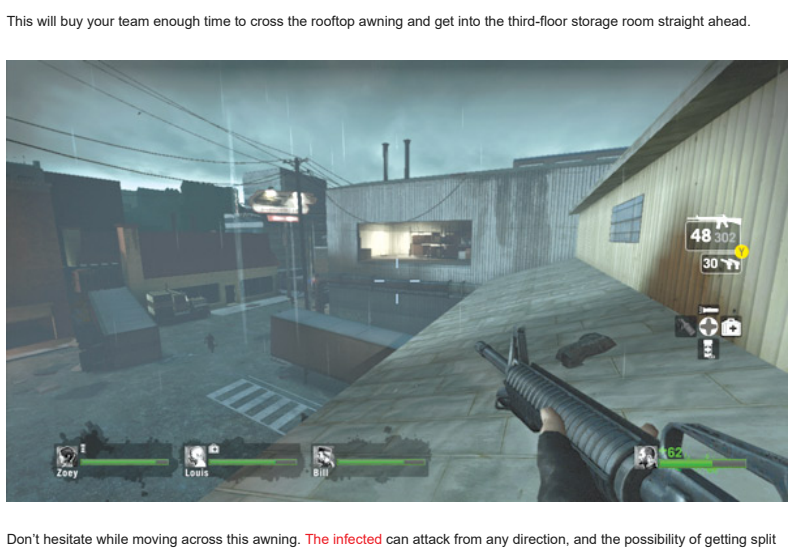
The only way up to the offices is the lift in the corner of the loading dock, to the left of the gas station. By using it your team can reach the rooftop awning above the loading dock and advance inside the warehouse's third-floor storage room.

Climb aboard and wait for the rest of your team to hop on. Once everyone is on the lift, interact with the switch to make it rise.



The sound of the lift triggers a large swarm attack, with common infected rushing in from all directions, including the rooftop to the right. To avoid getting rushed on the rooftop, toss a pipe bomb to temporarily divert the swarm.

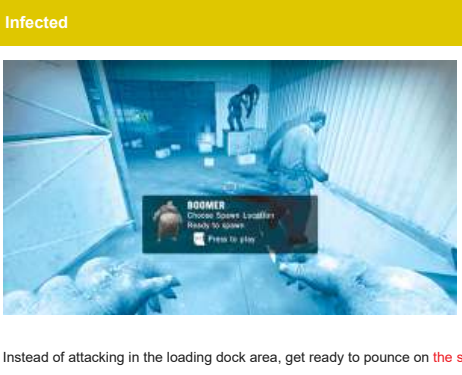
This will buy your team enough time to cross the rooftop awning and get into the third-floor storage room straight ahead.



Don't hesitate while moving across this awning. The infected can attack from any direction, and the possibility of getting split up is very high, especially if a Smoker pulls one of your teammates down onto the loading dock.

The windows ahead may or may not be open. If they're still in place, shoot them out while running ahead. When you reach the window, traverse the small pipe running beneath it and jump inside the storage room.

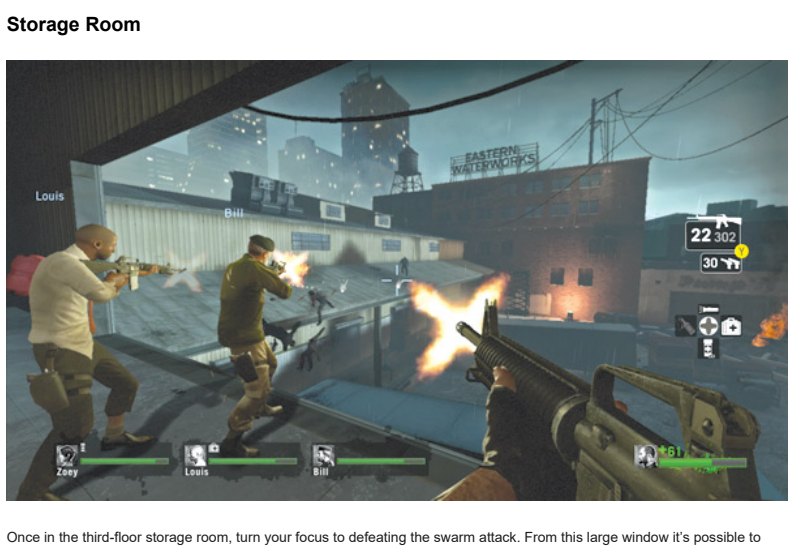
Infected



Instead of attacking in the loading dock area, get ready to pounce on the survivors when they enter the storage room.

This is particularly effective when playing as the Boomer. Hide among the boxes or along a side wall and vomit on your opponents as they rush into range.

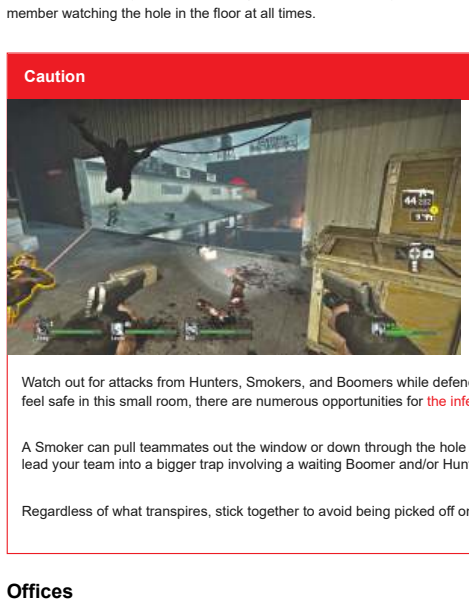
Storage Room



Once in the third-floor storage room, turn your focus to defeating the swarm attack. From this large window it's possible to cover the entire loading dock area, making it easy to pick off the infected. However, pay attention to the hole in the floor of this room.

More zombies will try to climb up through this hole and attack your team from behind. For this reason, have at least one team member watching the hole in the floor at all times.

Caution

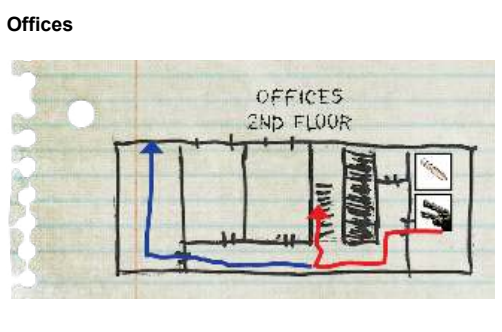


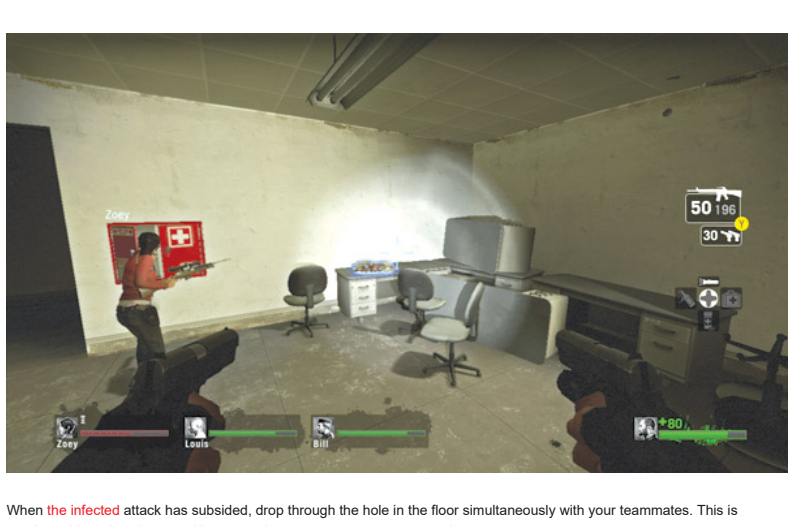
Watch out for attacks from Hunters, Smokers, and Boomers while defending the storage room. Although your team may feel safe in this small room, there are numerous opportunities for the infected bosses to isolate and kill teammates here.

A Smoker can pull teammates out the window or down through the hole in the floor, requiring a quick rescue that could lead your team into a bigger trap involving a waiting Boomer and/or Hunters.

Regardless of what transpires, stick together to avoid being picked off one by one.

Offices



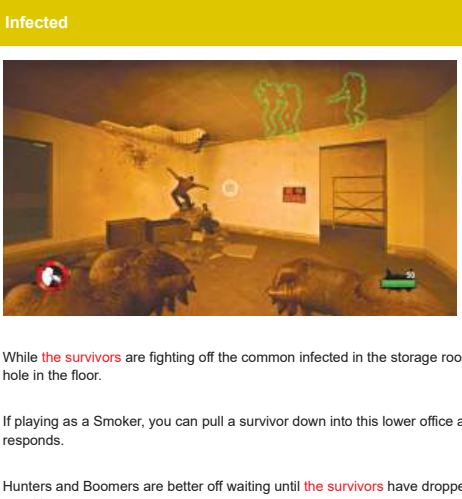


When the infected attack has subsided, drop through the hole in the floor simultaneously with your teammates. This is another critical elevation transition, so make sure your team stays together.

If a lone teammate is pinned or constricted in the storage room, your team will have a tough time getting back up to assist.

The room below contains a first aid station and ammo. Take a quick break to stock up and heal before moving through the second-floor offices.

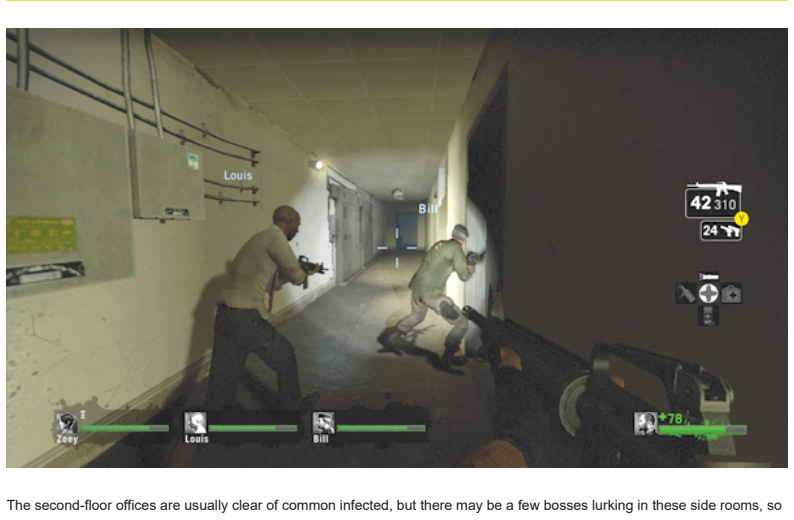
Infected



While the survivors are fighting off the common infected in the storage room, consider attacking from below through the hole in the floor.

If playing as a Smoker, you can pull a survivor down into this lower office and administer a pummeling until the team responds.

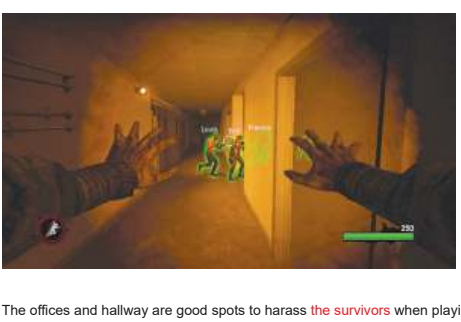
Hunters and Boomers are better off waiting until the survivors have dropped through the hole in the floor before attacking.



The second-floor offices are usually clear of common infected, but there may be a few bosses lurking in these side rooms, so proceed with caution. The rooms may also contain some useful pickups, such as pills, molotovs, and pipe bombs.

So take a few seconds to search each room for supplies before heading downstairs. But don't split up. Stay together while moving room to room.

Infected



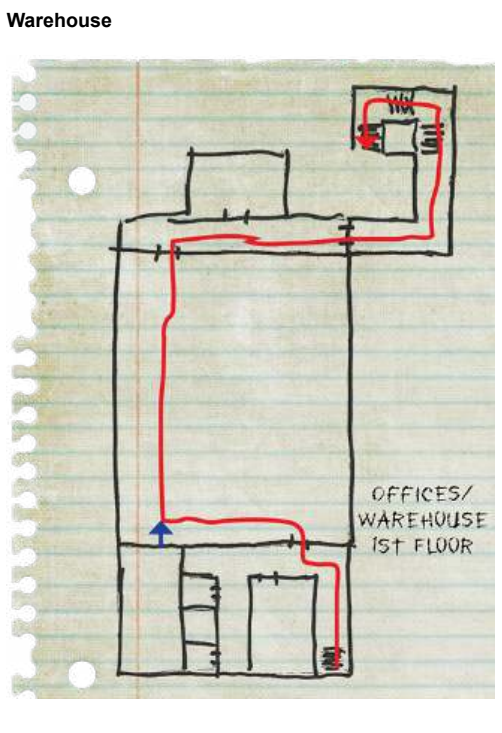
The offices and hallway are good spots to harass the survivors when playing as the infected. Spawn behind the group, preferably in rooms they've already cleared.

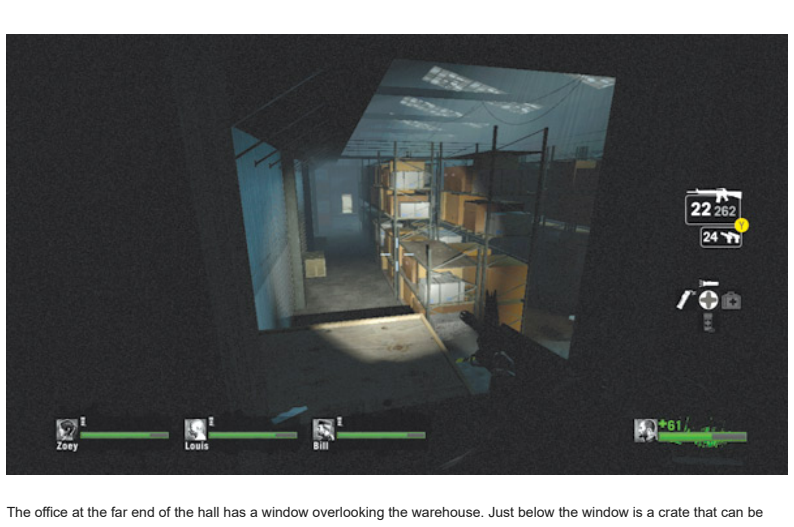
There are plenty of rooms along this hallway, and the survivors may get split up while checking them all. Use this opportunity to sneak up behind a survivor and attack.

Hunters are particularly effective here as they can often pin and battle a survivor for several seconds before other survivors can respond.

This is a very effective tactic if one survivor straggles behind while the rest of the team has moved on to the warehouse.

Warehouse

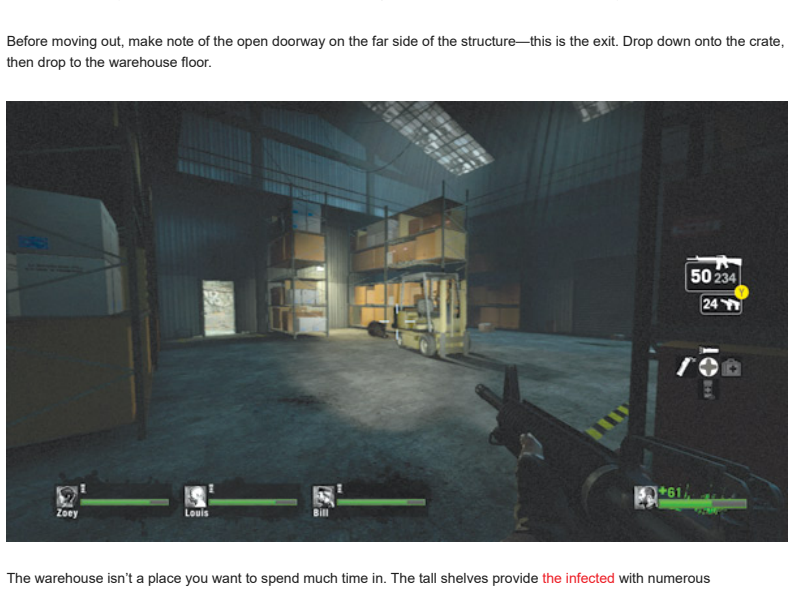




The office at the far end of the hall has a window overlooking the warehouse. Just below the window is a crate that can be used as a step to access the warehouse floor without taking fall damage.

This is a quick way to enter the warehouse without traversing the staircase, where the infected may be camped.

Before moving out, make note of the open doorway on the far side of the structure—this is the exit. Drop down onto the crate, then drop to the warehouse floor.



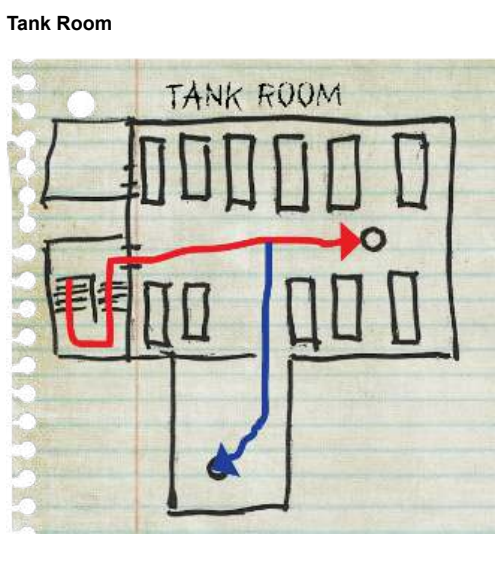
The warehouse isn't a place you want to spend much time in. The tall shelves provide the infected with numerous opportunities to attack your team from above. Blitz through this building as fast as possible while keeping your team together.

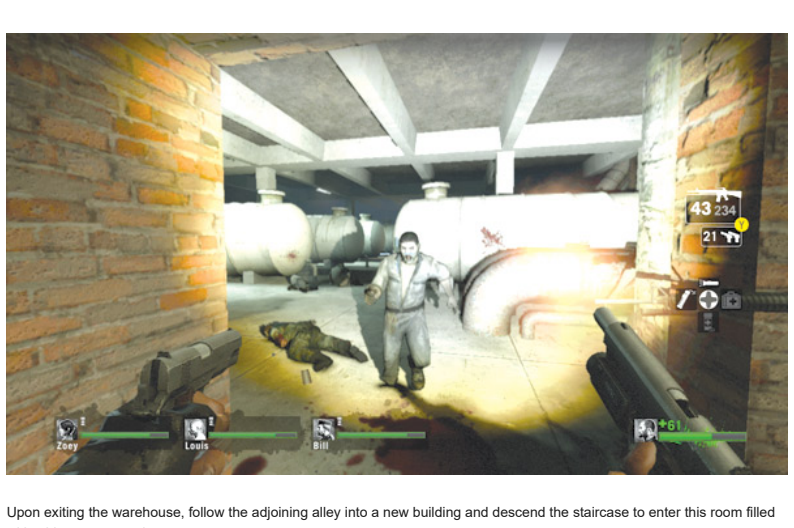
The exit is on the far side of the structure. If you dropped out of the second-floor office window above the crate, you'll already be aligned, with the exit in view. Simply run to the exit and prepare to respond to any sudden attacks.

Infected

When playing as the infected in versus mode, try to keep the survivors in the warehouse as long as possible. The darkness and various climb points benefit your team greatly.

Tank Room





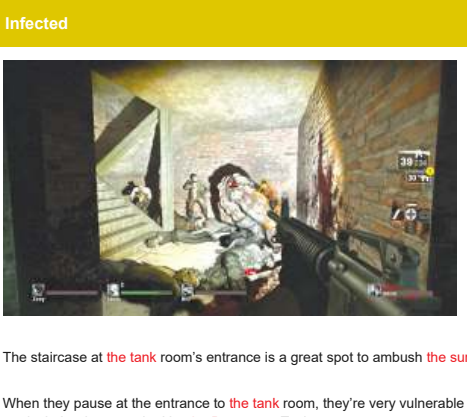
Upon exiting the warehouse, follow the adjoining alley into a new building and descend the staircase to enter this room filled with white storage tanks.

This room is usually packed with common infected, so hold at the doorway and clear as many hostiles as possible. Crouch or stand to the side so your teammates can get a clear view of the room and assist in clearing it.

Tip

There are usually some pickups at the bottom of the stairwell near the tank room. Check this dark area for items like Molotovs and Pipe Bombs.

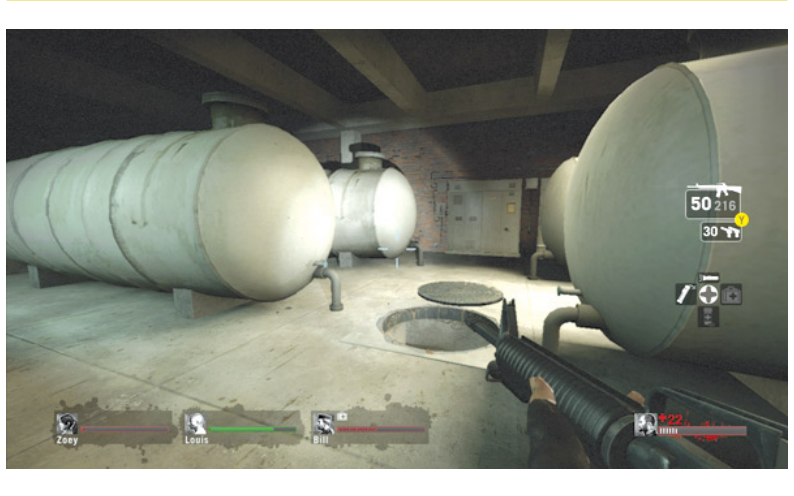
Infected

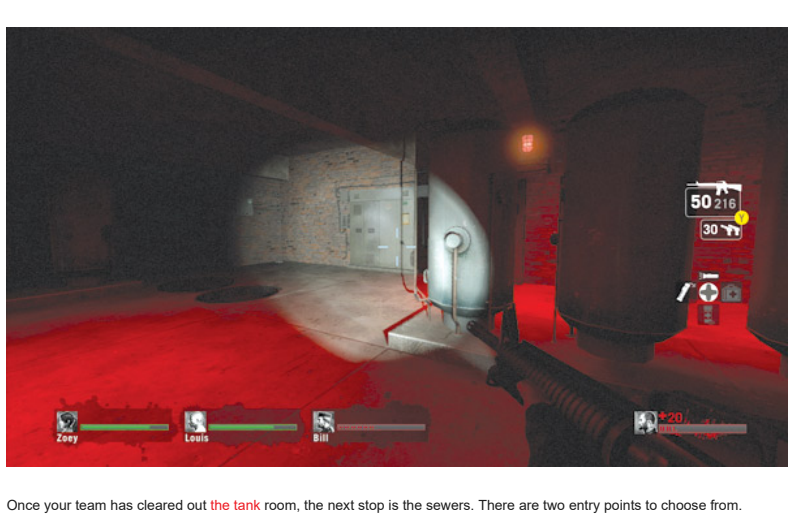


The staircase at the tank room's entrance is a great spot to ambush the survivors.

When they pause at the entrance to the tank room, they're very vulnerable while crowded in this cramped space, particularly when attacked by the Boomer or Tank.

A Tank can effectively corner prey here and dish out a tremendous amount of damage.





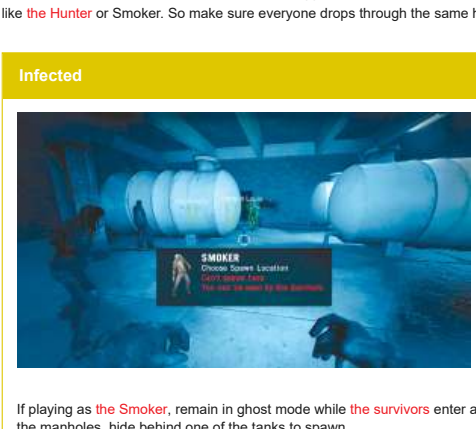
Once your team has cleared out the tank room, the next stop is the sewers. There are two entry points to choose from.

The first is in the floor of the tank room. Another is in the red-lit adjoining room. Both manholes lead into the same sewer system, but at slightly different locations.

Neither entry point offers a serious advantage over the other, but make your decision quickly and make sure all your teammates follow.

This is another critical elevation transition. A straggler alone in the tank room or red-lit room is easy prey for an infected boss like the Hunter or Smoker. So make sure everyone drops through the same hole at approximately the same time.

Infected



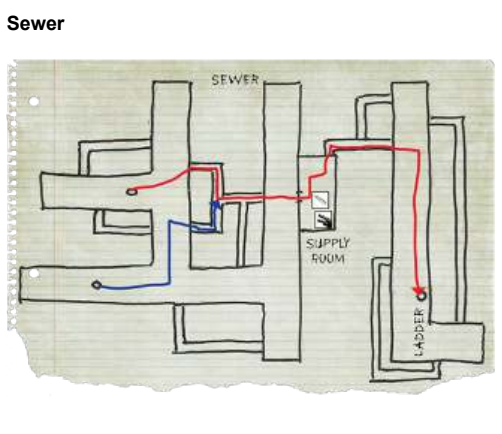
If playing as the Smoker, remain in ghost mode while the survivors enter and clear the tank room. As they near one of the manholes, hide behind one of the tanks to spawn.

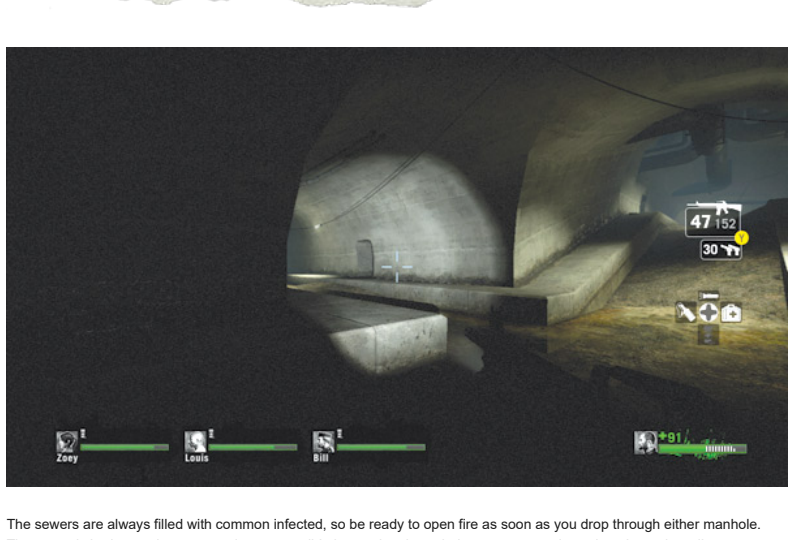
Patiently wait for three of the survivors to drop through the manhole, then snare the last survivor with your tongue.

If you're successful, you'll have the survivor to yourself with no fear of retaliation from the others. Simply pound the survivor to death.

The same tactic is equally effective when playing as the Hunter. For best results, don't spawn until you're ready to attack; but if you wait too long, you'll miss the opportunity to attack the lone straggler.

Sewer

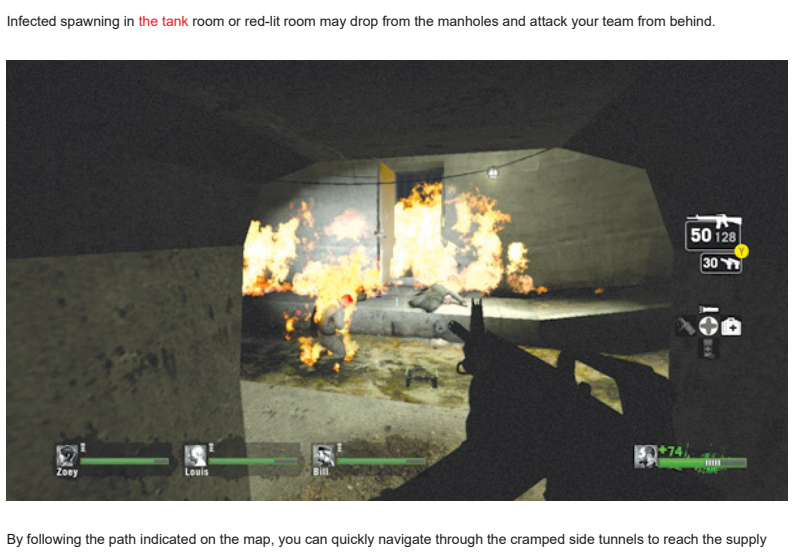




The sewers are always filled with common infected, so be ready to open fire as soon as you drop through either manhole. The sewer is broken up into two sections accessible by moving through the narrow tunnels cut into the main walls.

Use the map provided to locate these tunnel entrances from your entry point. While moving through the sewer, always keep watch to the front and back.

Infected spawning in the tank room or red-lit room may drop from the manholes and attack your team from behind.



By following the path indicated on the map, you can quickly navigate through the cramped side tunnels to reach the supply room. This room is in the center of the sewer system and serves as a central hub connecting the two tunnel systems.

There are usually a few common infected loitering in and around this room. A Witch may also be present inside. Consider tossing a molotov or pipe bomb into the room before entering.

Tip

If a Witch is in the supply room, toss a Molotov inside, then immediately shut the door.

This action will startle the Witch, but closing the door prevents her from immediately coming after your team, allowing the fire caused by the Molotov to inflict substantial damage.

She will eventually break through the door, so be ready to open fire, but when she does emerge, her health will be extremely low, making her easy to take down.

Infected

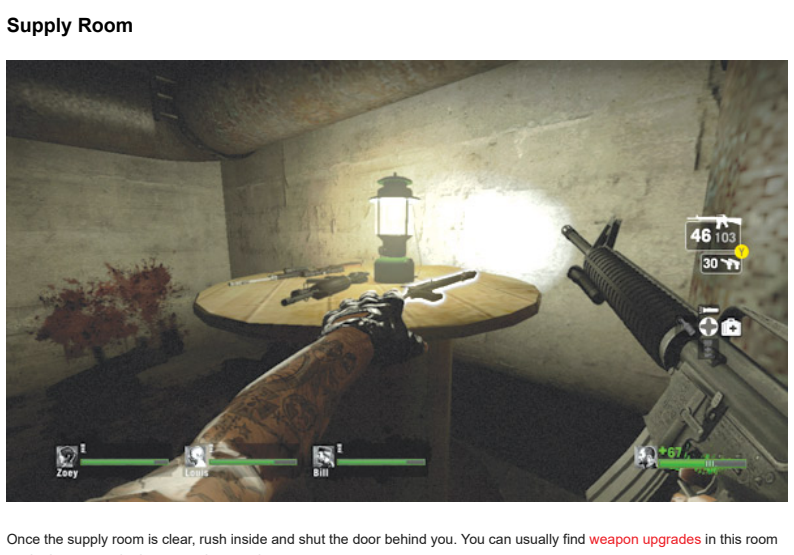
All the infected bosses are effective in the sewers, but if you get the chance to play as the Tank, try to corner the survivors in one of the cramped side tunnels.

They'll have a much harder time escaping in these passages, giving you the perfect opportunity to corner and pummel them.

Once you've incapacitated one survivor, move on to the next one while your teammates finish off any downed survivors.

Such sewer ambushes can be deadly, so work closely with your teammates to maximize your team's damage output.

Supply Room

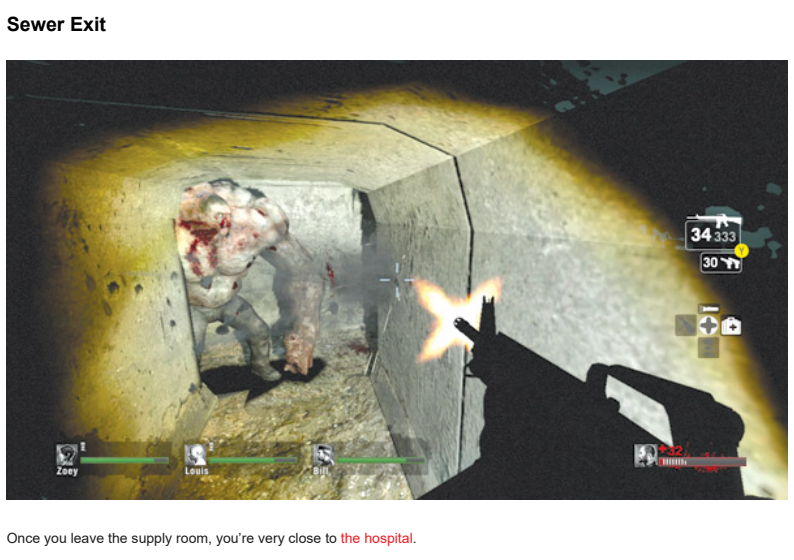


Once the supply room is clear, rush inside and shut the door behind you. You can usually find weapon upgrades in this room on the lantern on the large wooden spool.

Don't pass up the ammo on the floor either. The room is far from secure, but it's safe enough to take a quick break and heal if necessary.

Just keep an eye on the room's two entry points and quickly dispatch any infected that try to breach this sewer sanctuary. When you're ready to move out, exit the room through the small tunnel next to the No Smoking sign.

Sewer Exit

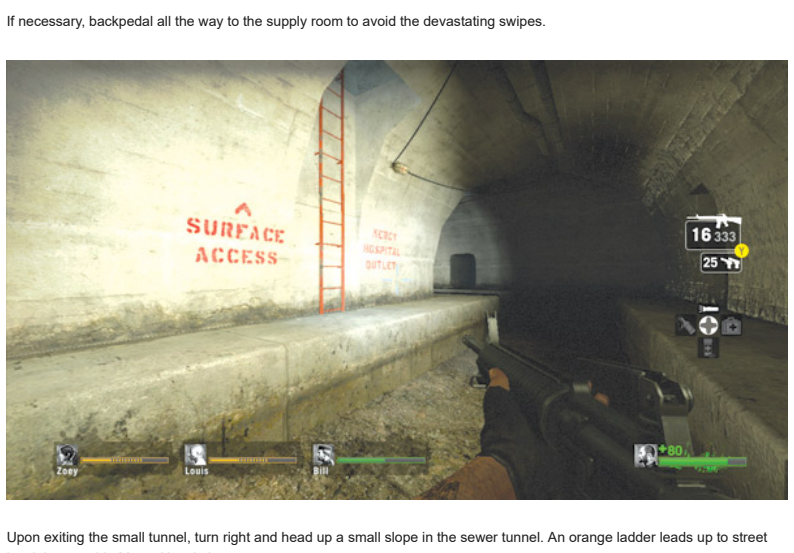


Once you leave the supply room, you're very close to the hospital.

Follow the tunnel out of the supply room and keep going straight until you reach the main sewer passage—don't take the left branch in the cramped tunnel. But be ready for an onslaught of infected along the way.

They know you're close to reaching the hospital and will do anything to keep you wandering around the sewers. If you haven't been attacked by a Tank yet, be ready to face one here. If possible, exit the small tunnel system before engaging the Tank.

If necessary, backpedal all the way to the supply room to avoid the devastating swipes.

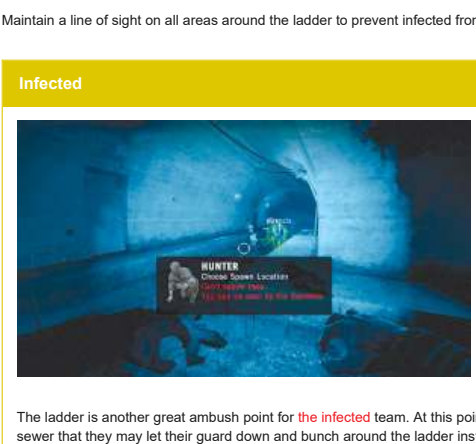


Upon exiting the small tunnel, turn right and head up a small slope in the sewer tunnel. An orange ladder leads up to street level, just outside Mercy Hospital.

Before climbing, make sure your team is together, and eliminate any nearby threats that may hinder the team's advance up the ladder.

Maintain a line of sight on all areas around the ladder to prevent infected from spawning and staging a surprise attack.

Infected



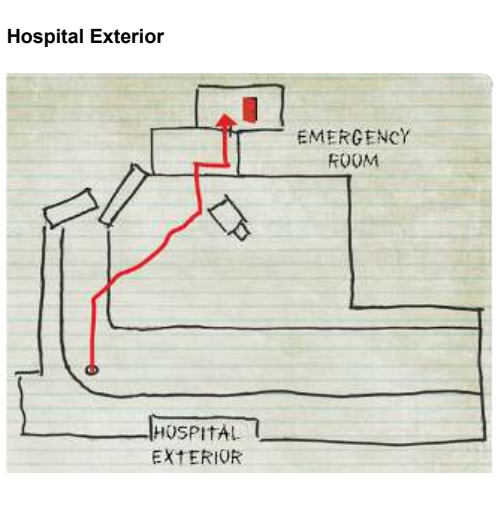
The ladder is another great ambush point for the infected team. At this point the survivors are so focused on leaving the sewer that they may let their guard down and bunch around the ladder instead of forming a defensive perimeter.

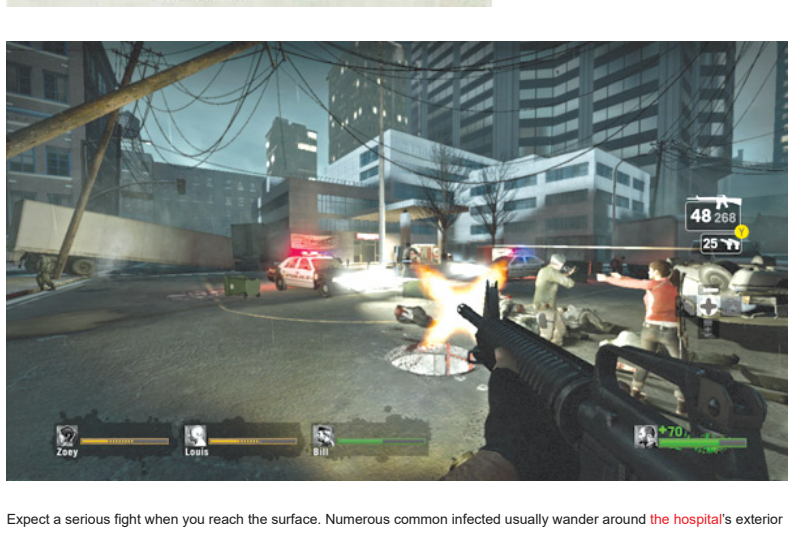
Let the first two or three survivors climb to the surface, then spawn and attack the last survivor climbing the ladder.

If coordinated with an attack on the street above, this is a very effective method to prevent the survivors from reaching the hospital.

Do your best to split up the survivors between the sewer and the street for optimal results.

Hospital Exterior

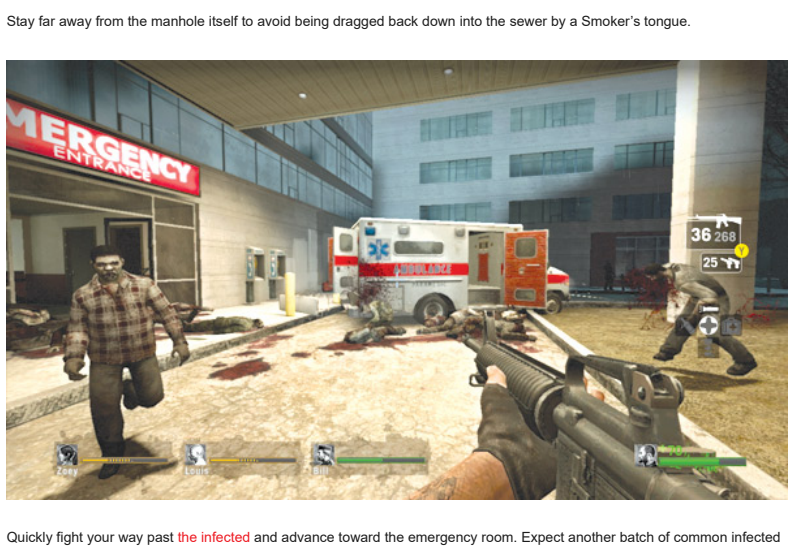




Expect a serious fight when you reach the surface. Numerous common infected usually wander around the hospital's exterior and will stage a formidable attack on your team as soon as you exit the sewer.

Hold near the manhole and engage all nearby threats before making a move for the hospital's entrance. Also, watch for attacks from Hunters and Smokers lurking about the manhole's perimeter.

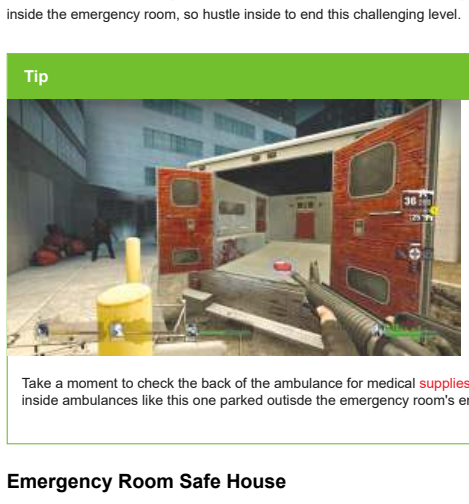
Stay far away from the manhole itself to avoid being dragged back down into the sewer by a Smoker's tongue.



Quickly fight your way past the infected and advance toward the emergency room. Expect another batch of common infected to come bursting out the doors of the hospital.

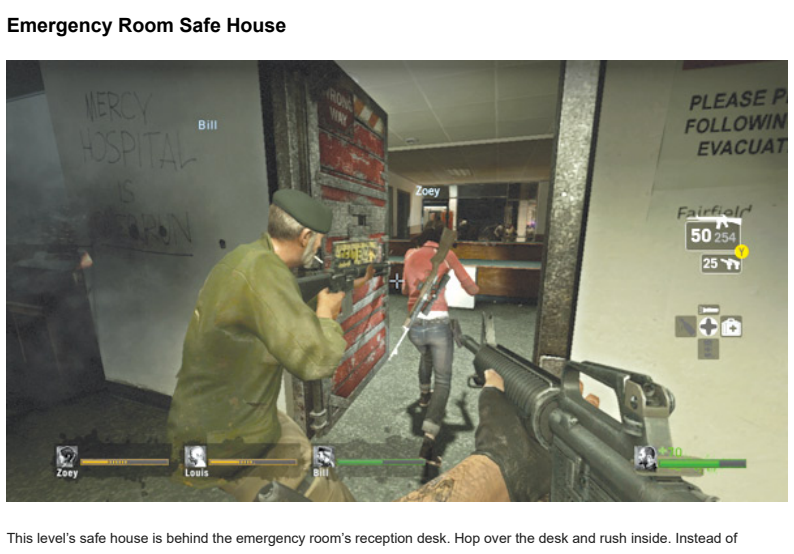
Blast them while advancing, and watch for more infected bosses attacking from above the entrance. The safe house is just inside the emergency room, so hustle inside to end this challenging level.

Tip



Take a moment to check the back of the ambulance for medical supplies. Sometimes you can find first aid kits or pills inside ambulances like this one parked outside the emergency room's entrance.

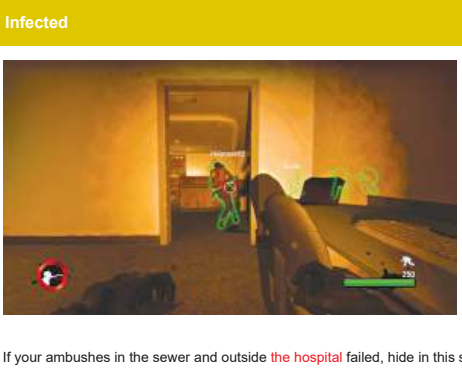
Emergency Room Safe House



This level's safe house is behind the emergency room's reception desk. Hop over the desk and rush inside. Instead of running to the back of the room, hold near the door and provide covering fire while waiting for your team to enter.

As soon as everyone is inside, pull the door shut to complete the level. Although you've made it to the hospital, your adventure is far from over…

Infected

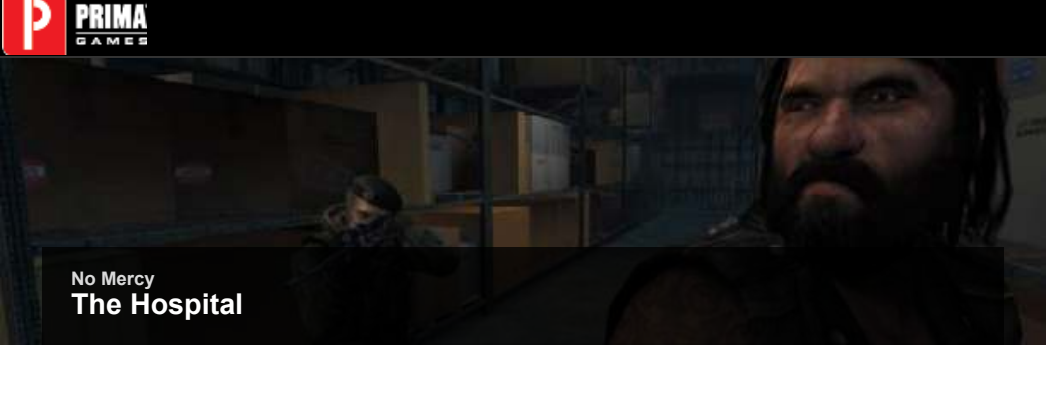


If your ambushes in the sewer and outside the hospital failed, hide in this side room near the emergency room's reception desk and attack the survivors as they dash toward the safe house.

Chances are they'll be so focused on reaching the safe house that they'll fail to sweep this room, giving you the chance to stage a last-ditch attack against the survivors.

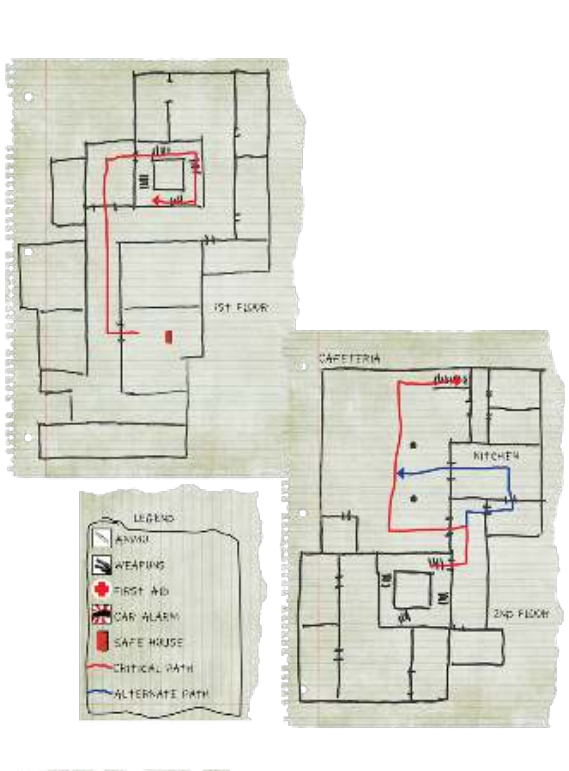
If playing as the Smoker, lasso the last survivor just in front of the safe house and drag your victim into this room.

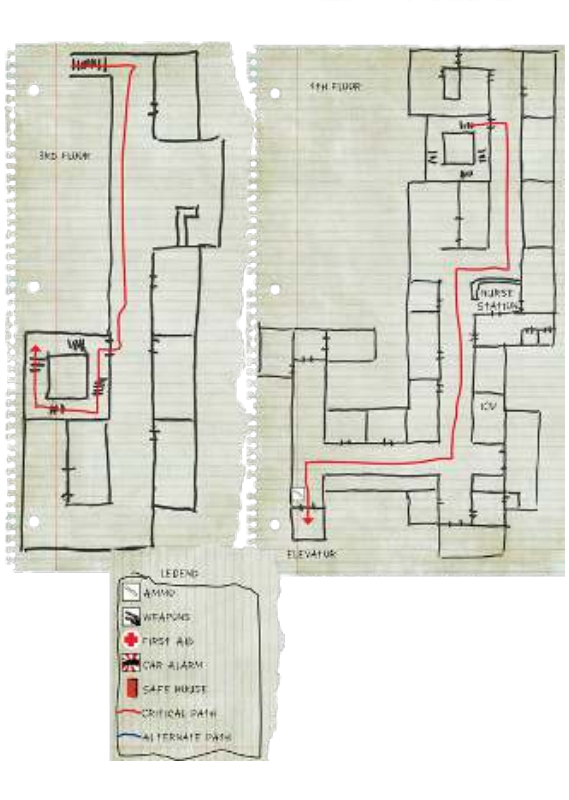
This may draw the rest of the survivors out of the safe house in an attempt to rescue their friend, giving your teammates the opportunity to pounce.

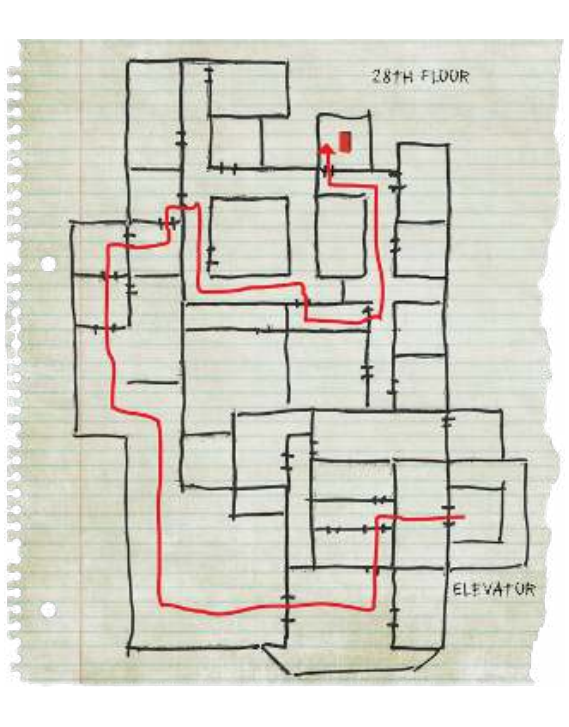


No Mercy

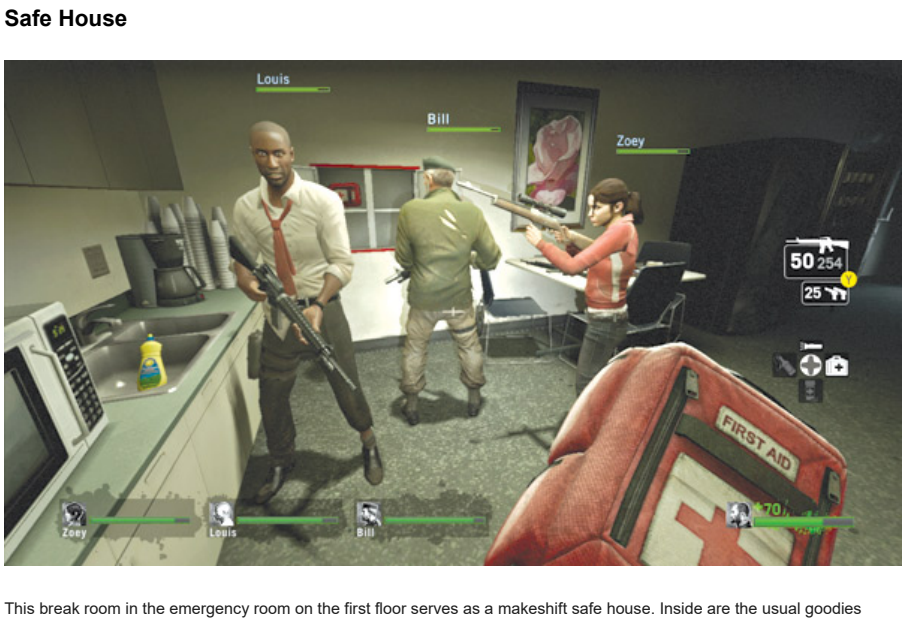
The Hospital







Safe House



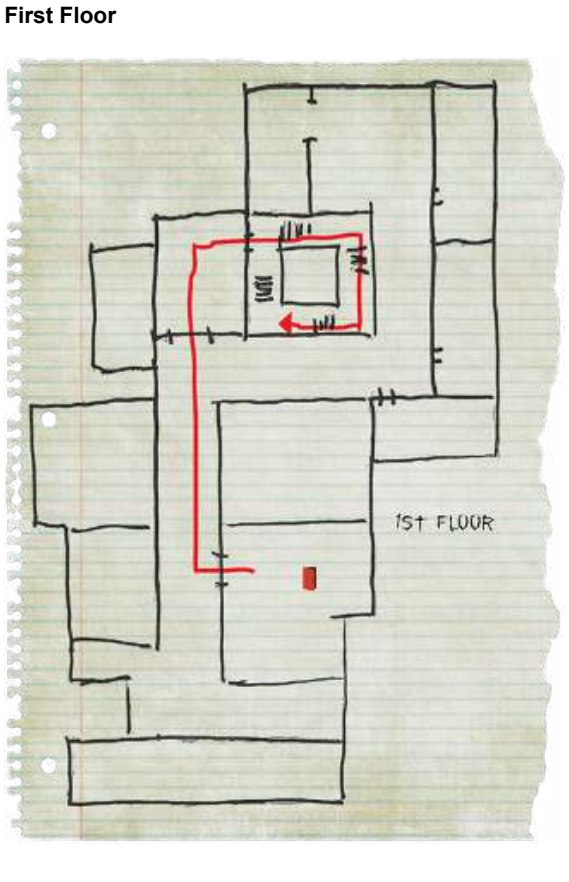
This break room in the emergency room on the first floor serves as a makeshift safe house. Inside are the usual goodies necessary to outfit your team. Take a few seconds to grab some ammo, change weapons, and take a first aid kit.

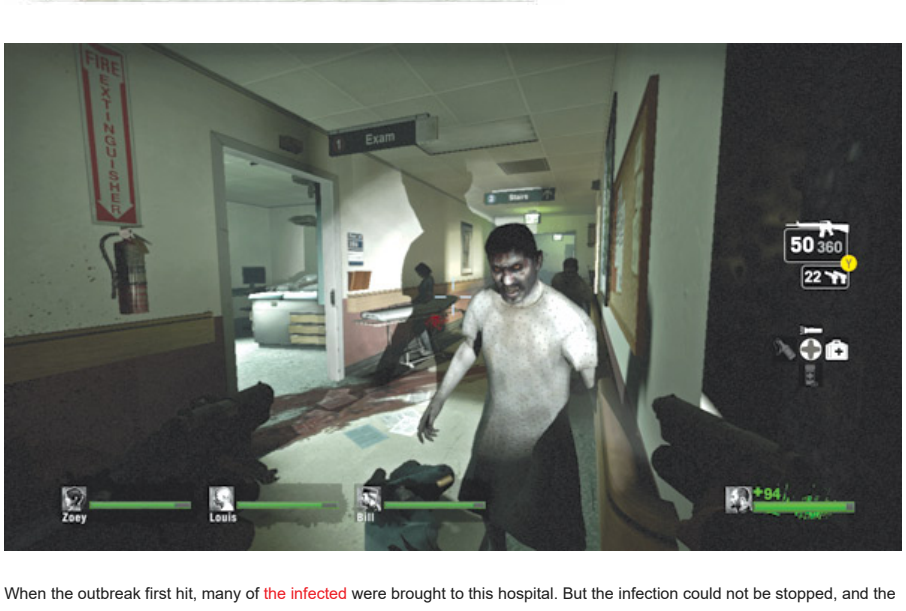
Due to the close-quarter nature of the hospital, shotguns are very effective. But maintain at least one assault rifle in the group to provide rapid fire, useful when engaging Tanks and Witches.

Before moving out, check over the health of your team and apply any first aid necessary to get everyone within the green range on their health meters. The action in the hospital is fast and requires optimal mobility on the part of every survivor.

You can't afford to have anyone lagging behind due to injuries. Once everybody is stocked up on gear and health, open the door and enter the first-floor hallway.

First Floor

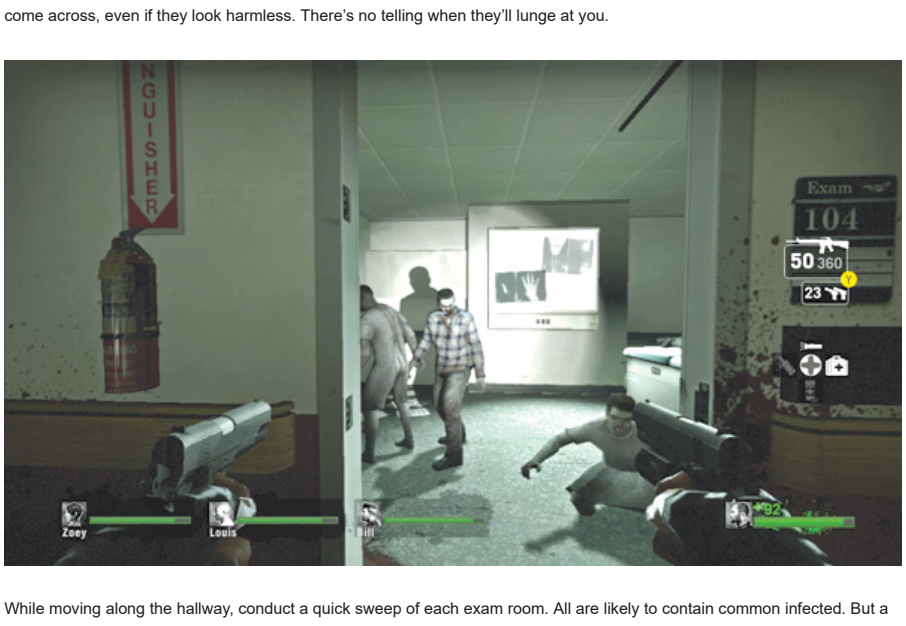




When the outbreak first hit, many of the infected were brought to this hospital. But the infection could not be stopped, and the contagion eventually spread to hospital staff and other patients, leading to a complete quarantine of the facility.

As a result, most of the common infected here are dressed in scrubs and hospital gowns. But don't let their attire fool you. These infected are just as ferocious as the ones you encountered in the streets and sewer.

The high concentrations of them in the exam rooms and hallways are an even more serious threat. So kill every infected you come across, even if they look harmless. There's no telling when they'll lunge at you.

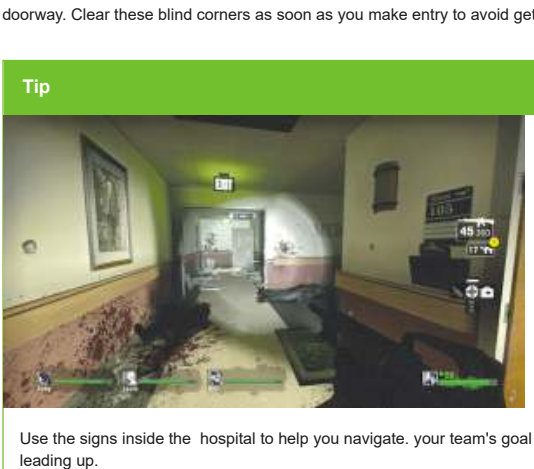


While moving along the hallway, conduct a quick sweep of each exam room. All are likely to contain common infected. But a few of these rooms may contain some useful supplies, like pills, molotovs, or pipe bombs, all placed by the director.

Most exam rooms can be cleared without entering—simply hold at the door and shoot every zombie inside.

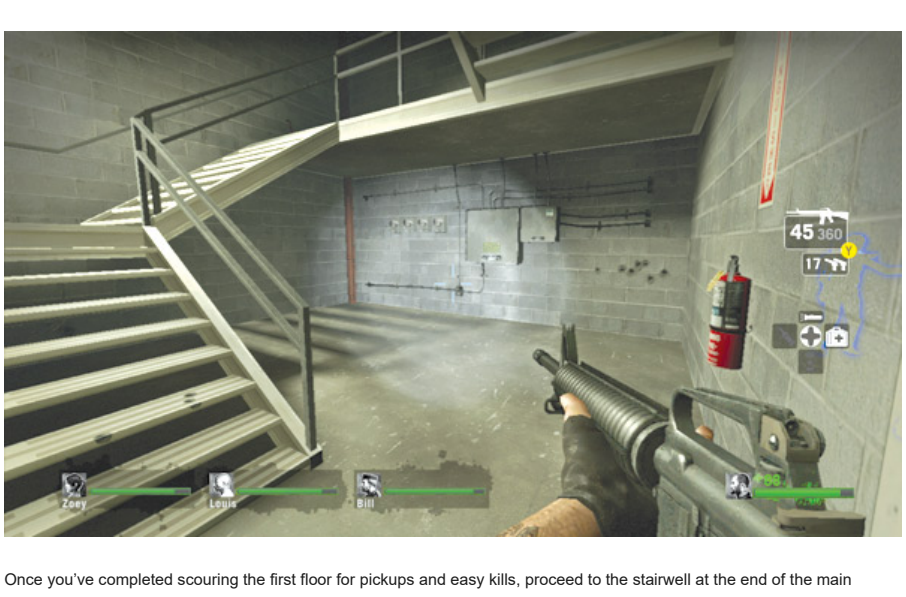
Still, be careful when entering each room as there may be some infected lurking in the corners that you couldn't see from the doorway. Clear these blind corners as soon as you make entry to avoid getting flanked.

Tip



Use the signs inside the hospital to help you navigate. your team's goal is to reach the rooftop, so look for stairways leading up.

All stairways are marked with signs and are usually accompanied by a lighted green sign. If you look for these signs, you'll never get lost.



Once you've completed scouring the first floor for pickups and easy kills, proceed to the stairwell at the end of the main hallway. However, be careful when ascending these steps.

Infected spawning on the floor above (or behind you) may attack your team in this confined space.

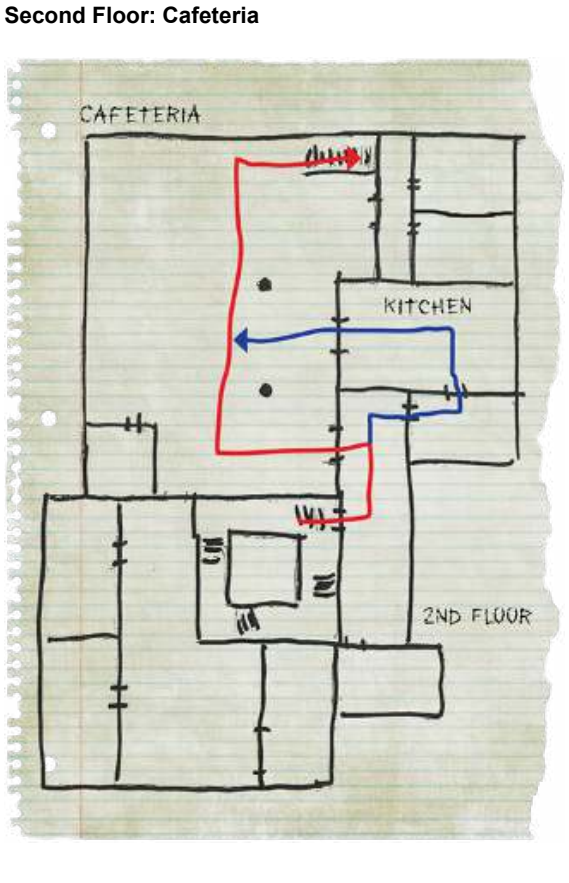
So always look up while advancing up the stairs, and make sure your teammates are nearby to provide support if something scary and painful happens to you.

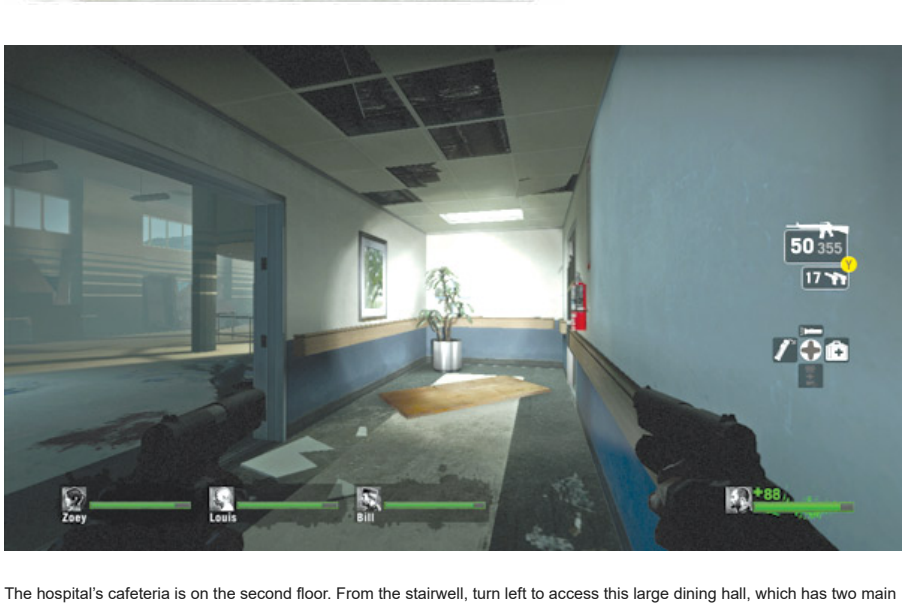
Infected

Instead of attacking the survivors as they enter the stairwell, consider hitting them from behind as they exit onto the second floor.

Stay in ghost mode as they climb the steps, then spawn behind them after they exit. If playing as the Smoker, try to drag a survivor back into the stairwell—then have the rest of your infected teammates ambush the rescuers.

Second Floor: Cafeteria

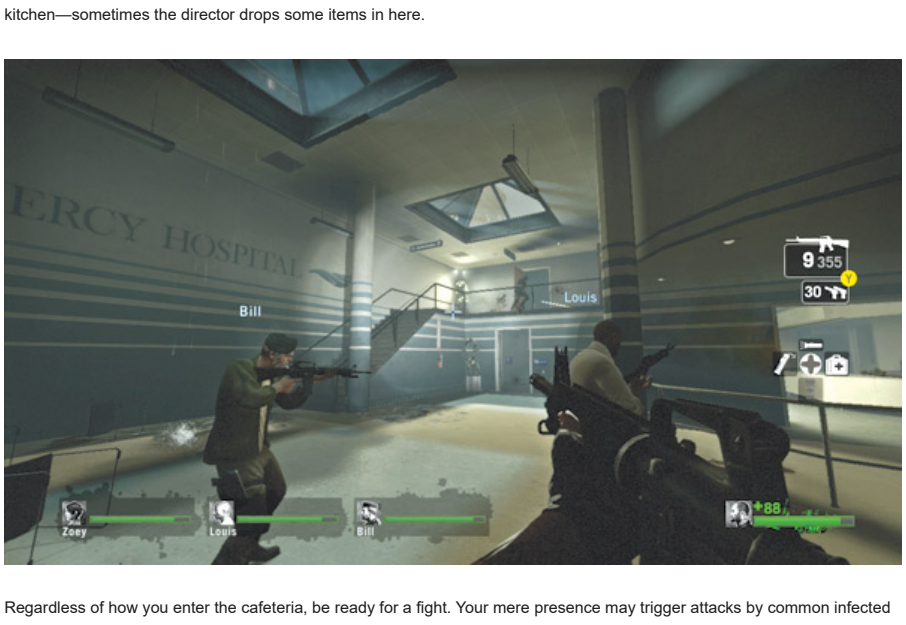




The hospital's cafeteria is on the second floor. From the stairwell, turn left to access this large dining hall, which has two main entry points. You can enter from the hallway or the kitchen.

To enter the kitchen, go through the doorway on the right, just past the fire extinguisher. Since there are two separate paths, call out the path to your teammates to ensure they stick together.

Splitting up here could give the infected a chance to stage a serious attack on your team. Consider moving through the kitchen—sometimes the director drops some items in here.

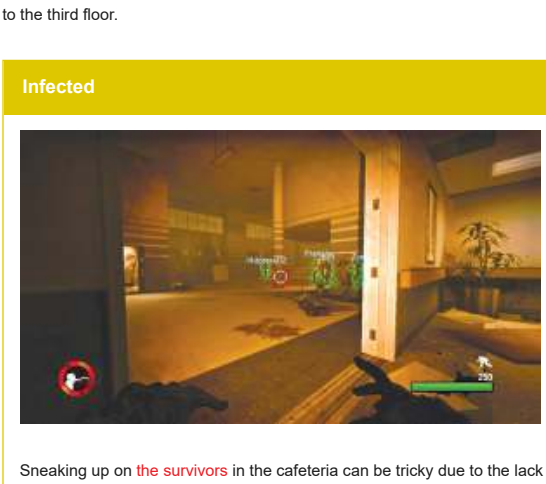


Regardless of how you enter the cafeteria, be ready for a fight. Your mere presence may trigger attacks by common infected filtering through either the second-floor hallways or the third-floor walkway.

Keep your back to the outside wall and engage all corners while slowly stepping toward the staircase leading up to the third floor. The large size of this room favors your weapons, particularly assault rifles.

Keep killing zombies until the attack subsides. If no attack occurs, don't wait for one to start. Simply race up the nearby steps to the third floor.

Infected



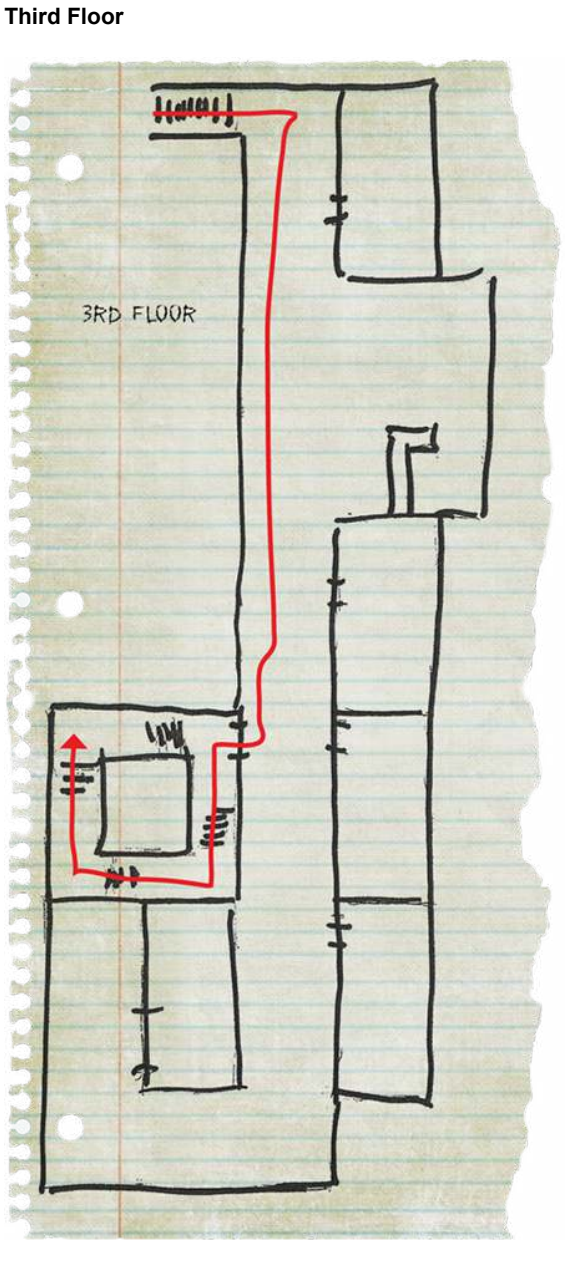
Sneaking up on the survivors in the cafeteria can be tricky due to the lack of cover. If necessary spawn in the hallway or kitchen area once the survivors are out of sight.

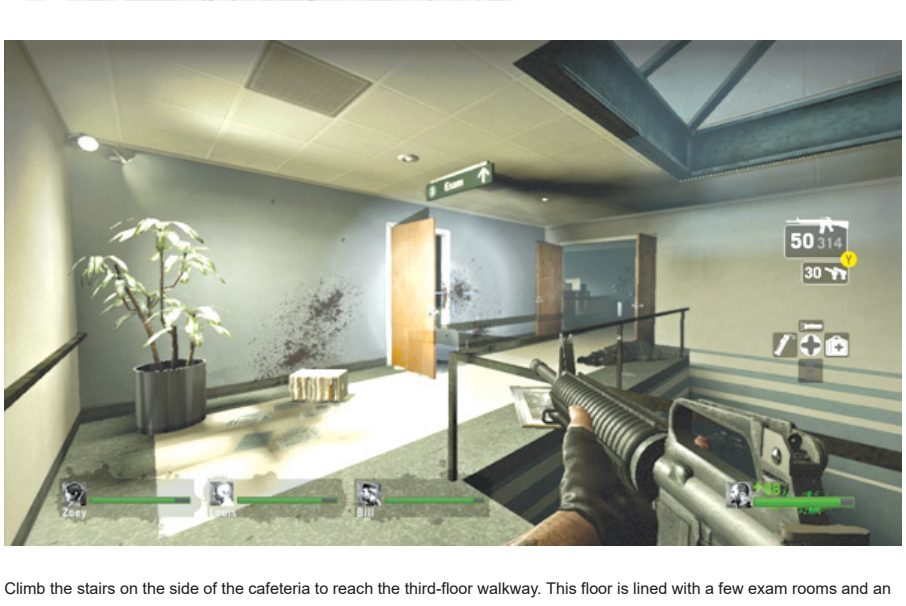
The restrooms near the staircase are other good spawn points. The Smoker can wreak some havoc by pulling one of the survivors out of the cafeteria and into the hall, kitchen, or restrooms.

Hunters can also experience some success by performing leaping attacks from the third-floor walkway. But Boomers are better off waiting until the survivors move upstairs.

There are plenty of side rooms from which to spew bile on passersby.

Third Floor

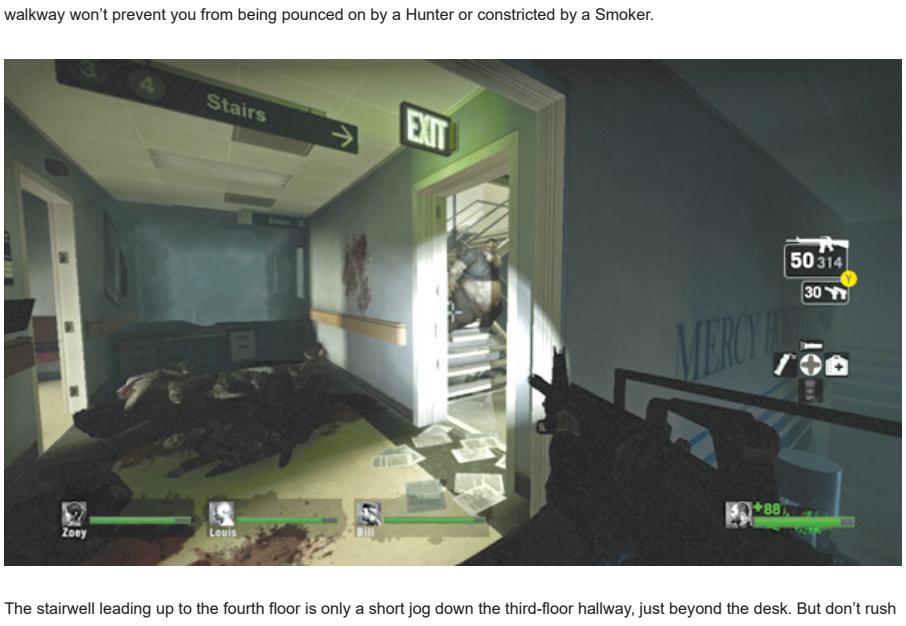




Climb the stairs on the side of the cafeteria to reach the third-floor walkway. This floor is lined with a few exam rooms and an administrative desk.

Be careful when passing by the exam rooms, especially if the doors are open. Either clear each room and kill everything inside, or at least close each door as you pass.

Also, watch for more infected approaching from the cafeteria on the floor below. The thin railing on the right side of this walkway won't prevent you from being pounced on by a Hunter or constricted by a Smoker.



The stairwell leading up to the fourth floor is only a short jog down the third-floor hallway, just beyond the desk. But don't rush inside.

There may be more infected waiting in here eager to pounce on your team—like all stairwells, this one is a popular ambush point for Boomers. Peek through the doorway from the hall and eliminate any visible threats before stepping inside.

If necessary, toss a molotov or pipe bomb inside to wipe out any zombies. Enter the stairwell and climb to the fourth floor.

Tip

On the lower three floors, the elevator is out of service, but don't let that stop you form checking out the rooms surrounding the elevator shaft.

These rooms are not along the main path between the stairwells, but the director often places useful pickups in these less-traveled rooms.

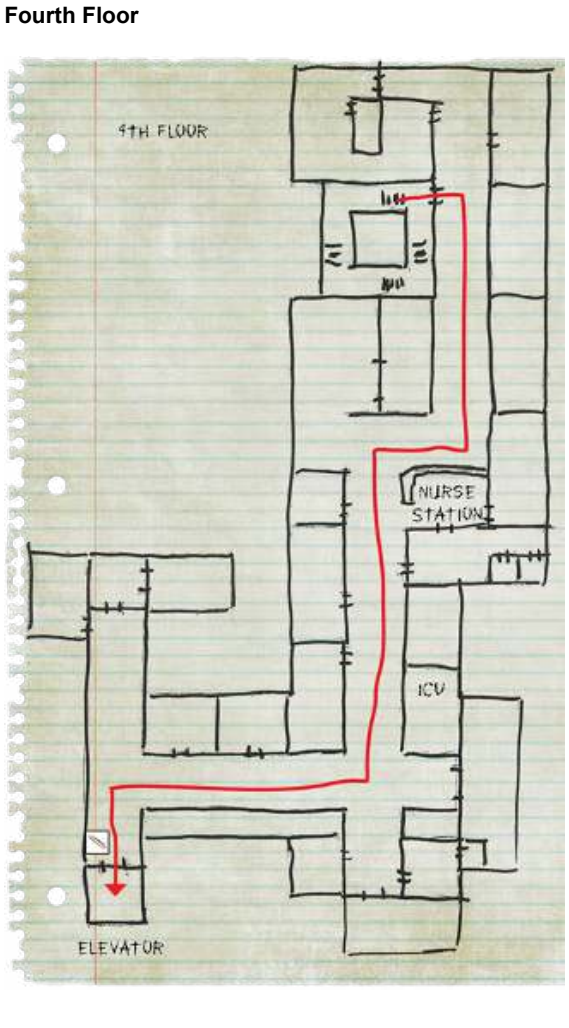
Still, searching these rooms can be risky since they're often populated by common infected.

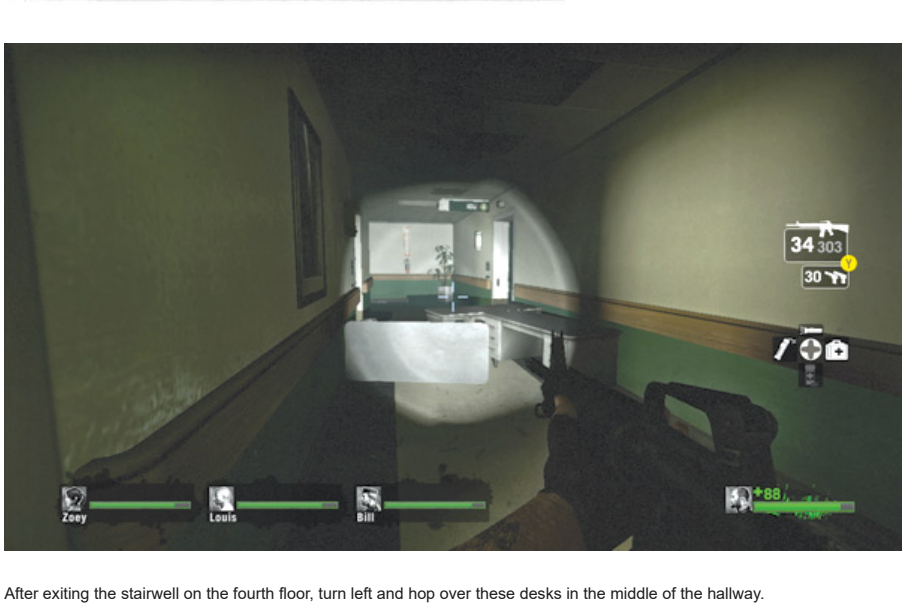
Infected

If playing as the infected in versus mode, avoid attacking the survivors on the third floor. Instead, save up for the mini-finale at the elevator on the fourth floor.

A combined attack by your team here can totally cripple the opposing team. So begin coordinating while the survivors move through the third floor.

Fourth Floor

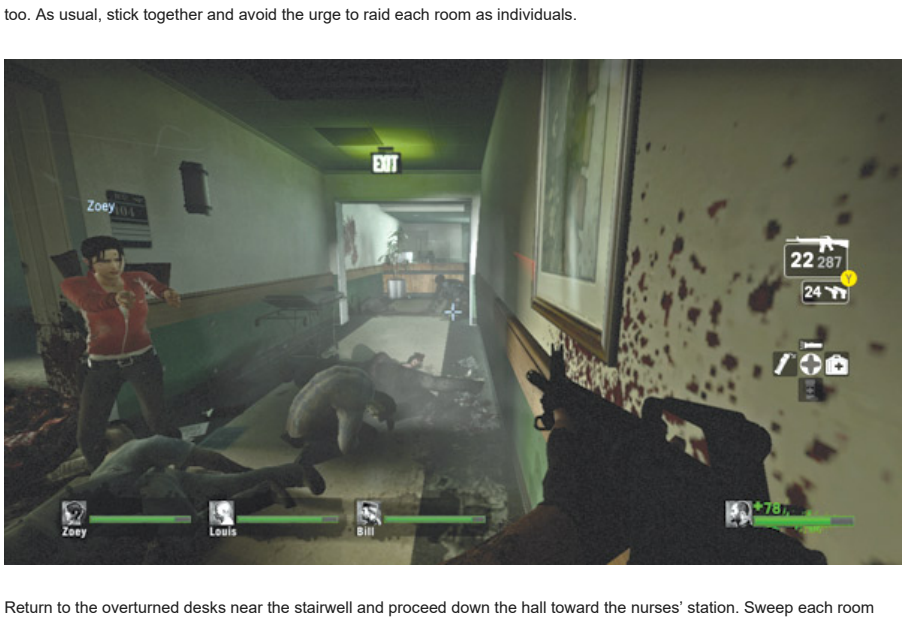




After exiting the stairwell on the fourth floor, turn left and hop over these desks in the middle of the hallway.

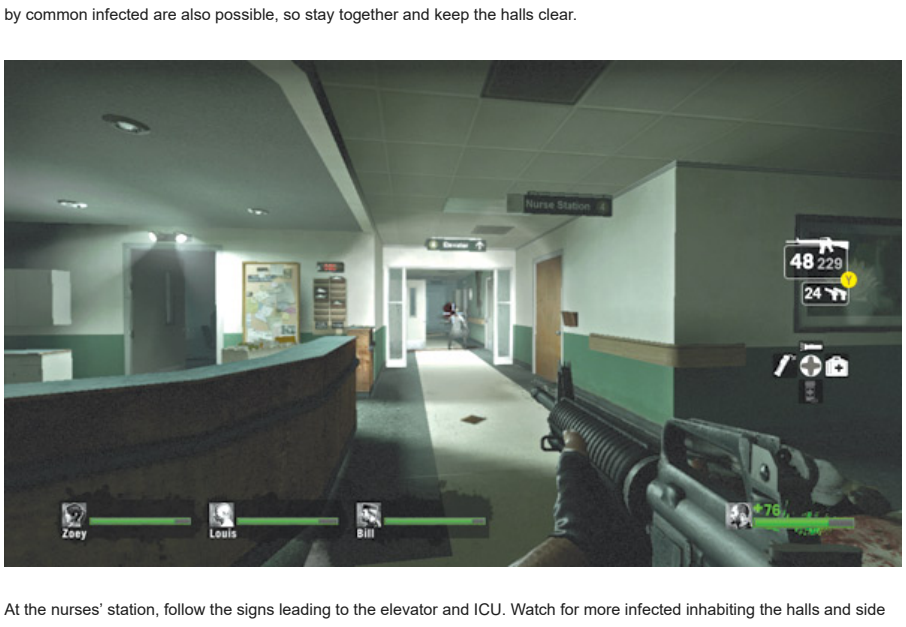
This path doesn't lead you closer to the elevator, but the rooms lining this span of the hall often contain items useful when confronting the infected horde at the elevator mini-finale.

Scour these rooms for molotovs, pipe bombs, and pills. But watch out for common infected and bosses hiding in these rooms too. As usual, stick together and avoid the urge to raid each room as individuals.



Return to the overturned desks near the stairwell and proceed down the hall toward the nurses' station. Sweep each room along the side of the hall while advancing, but also keep an eye on both ends of the hall.

Hunters, Smokers, and Boomers may be prowling these halls, so listen carefully for their presence. Impromptu swarm attacks by common infected are also possible, so stay together and keep the halls clear.



At the nurses' station, follow the signs leading to the elevator and ICU. Watch for more infected inhabiting the halls and side rooms around the nurses' station. There may also be a Witch hiding in one of these rooms.

If you hear the wailing of a Witch, sometimes it's best to avoid these side rooms altogether, as entering with your flashlight on is sure to startle her. And being in a small dark room with a pissed off Witch (and other infected) is a very bad place to be.

Infected

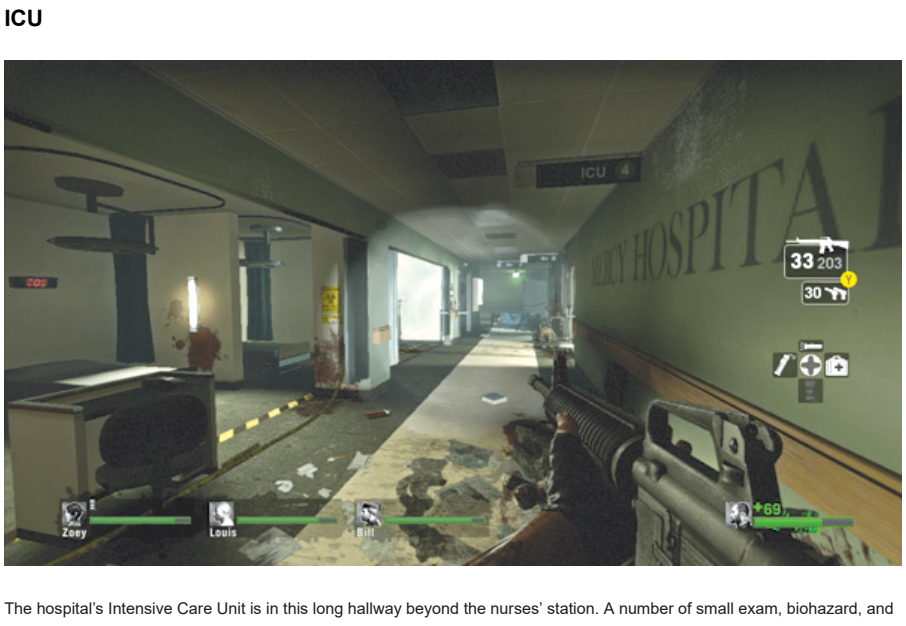
The side rooms lining the halls of the fourth floor provide the infected with so many great opportunities to attack the survivors.

If the survivors are moving slowly through this floor, set aside your plans for the elevator ambush and start attacking now.

For best results, wait until the survivors have passed, then quickly spawn and attack them from behind, preferably by barging out of a side room.

This is a great tactic when playing as the Boomer, and is a sure way to move within range and vomit on your prey.

ICU



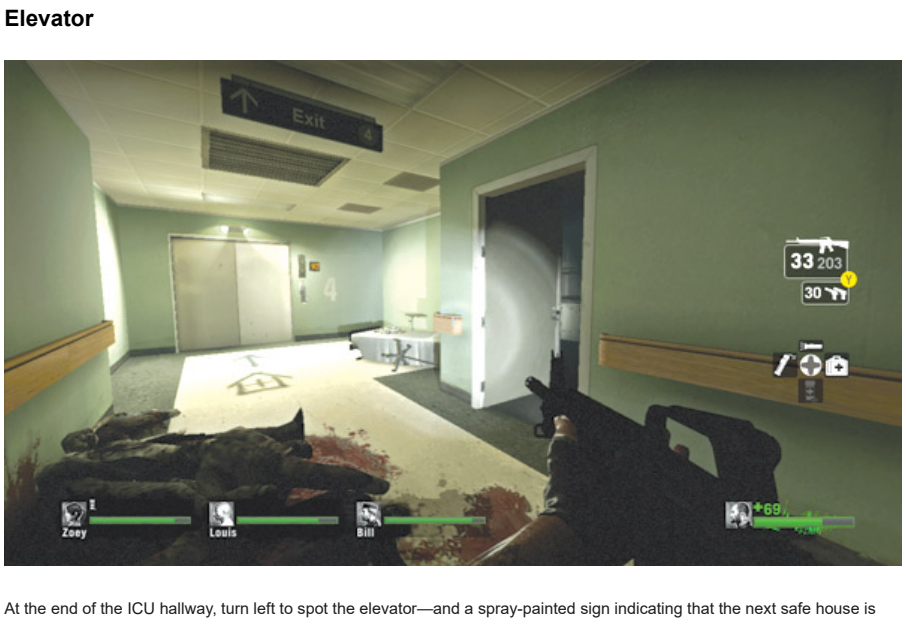
The hospital's Intensive Care Unit is in this long hallway beyond the nurses' station. A number of small exam, biohazard, and surgery rooms line both sides of this hall, making it a very dangerous passage, ideal for infected ambushes.

A slow and methodical advance is the safest way to clear this area. There's no need to enter each side room. Instead, sweep each room and alcove from the hallway, shooting anything that moves.

Most importantly, keep your team together. Any attempts to enter and search these rooms for items should be communicated to all teammates.

Otherwise, it's very easy to get separated and overwhelmed by a coordinated attack by the infected.

Elevator

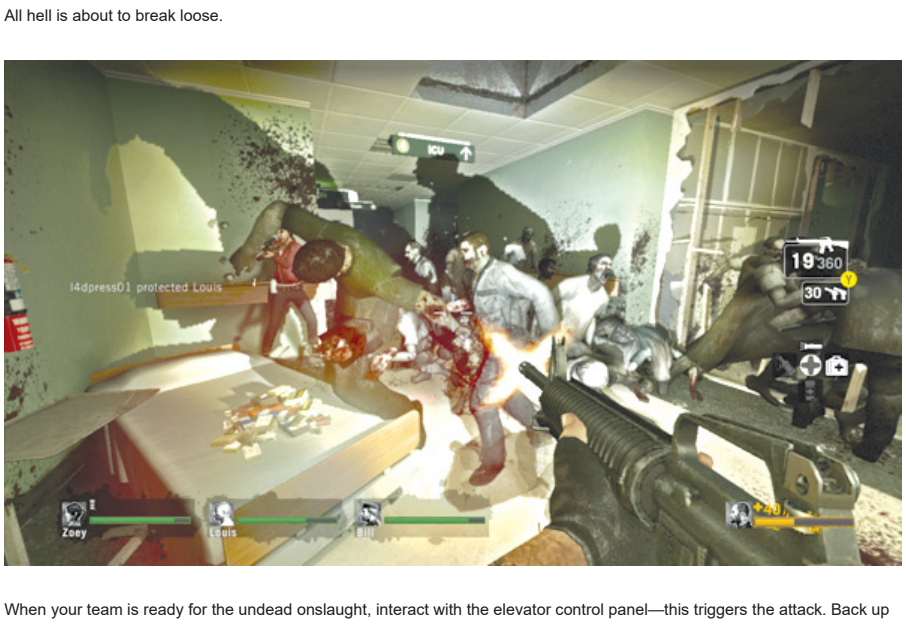


At the end of the ICU hallway, turn left to spot the elevator—and a spray-painted sign indicating that the next safe house is somewhere up the elevator shaft.

Before pressing the button to call the elevator, grab some ammo from the nearby bed. The elevator is currently on the 30th floor.

As soon as you press the button, it begins its long journey down the shaft. In the meantime, your team must hold off a massive attack by the infected. So take a few moments to stock up on ammo, reload, and heal any serious injuries.

All hell is about to break loose.



When your team is ready for the undead onslaught, interact with the elevator control panel—this triggers the attack. Back up against the elevator door and be ready to shoot.

The infected not only come racing down the hall from ICU, but they also burst through the walls to the left and right of the elevator. More eventually drop from the vent above.

Quickly coordinate cover points with your team, with each member covering an entry point. Make sure someone is covering the main hall and ceiling vent.

Have another teammate watch the breach on the left and another cover the breach on the right. If you split the workload, your team should have no problem holding this position until the elevator arrives.

Tip

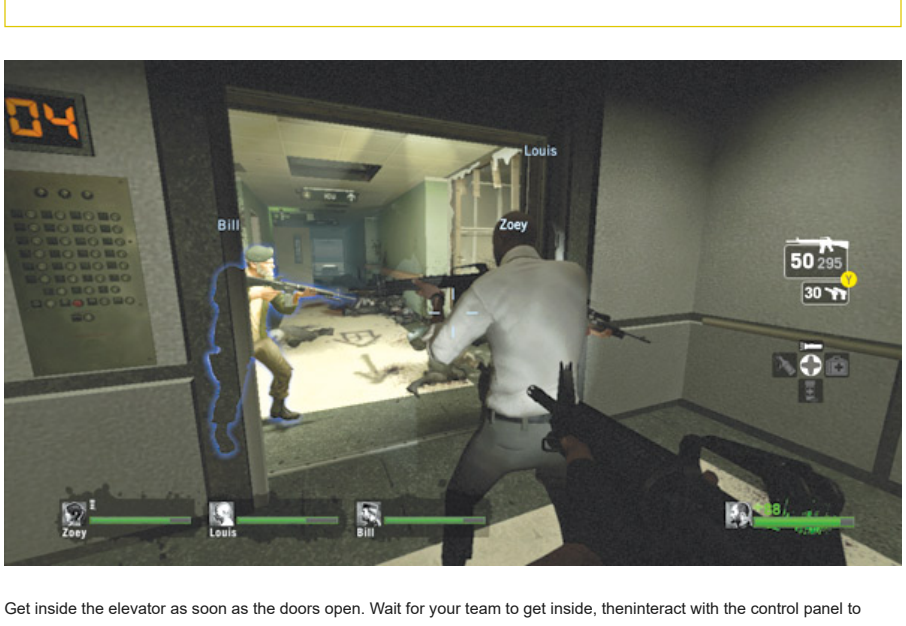
During mini-finales like this Pipe Bombs are incredibly valuable. Toss one down the hall to distract a large number of infected. this helps alleviate pressure on your team at the elevator and can buy your teammates time to reload or heal.

Infected

The elevator mini-finale is your team's best chance to lay the hurt on the survivors during this level. Instead of attacking at the outset, wait until they're overwhelmed by the common infected before spawning and attacking.

Communicate with your teammates and attack simultaneously from multiple directions.

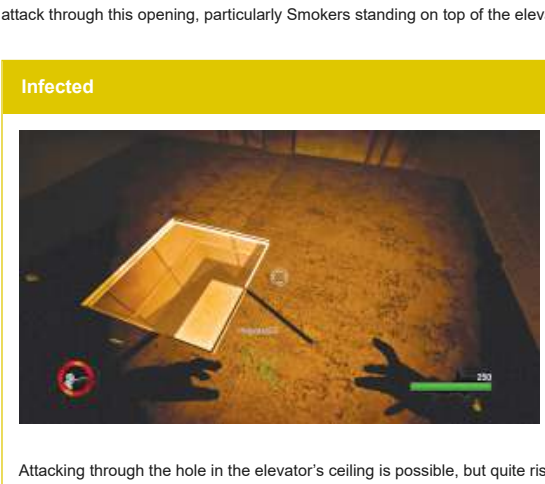
This will greatly benefit the Hunters on your team, allowing them to pounce on separate prey—just call out your targets before attacking. Meanwhile, the Boomer and Smoker can single out the other two survivors.



Get inside the elevator as soon as the doors open. Wait for your team to get inside, theninteract with the control panel to begin your ascent to the 28th floor.

While riding in the elevator, keep an eye on the opening in the ceiling. The infected can spawn in the elevator shaft and may attack through this opening, particularly Smokers standing on top of the elevator.

Infected

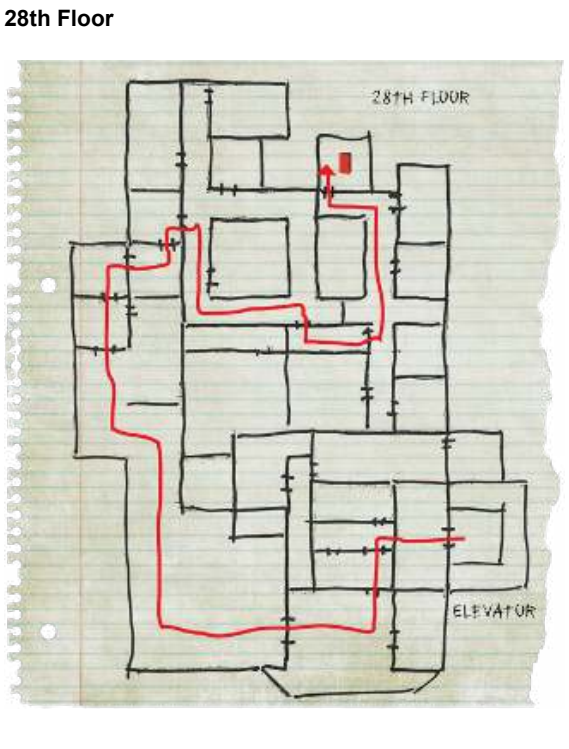


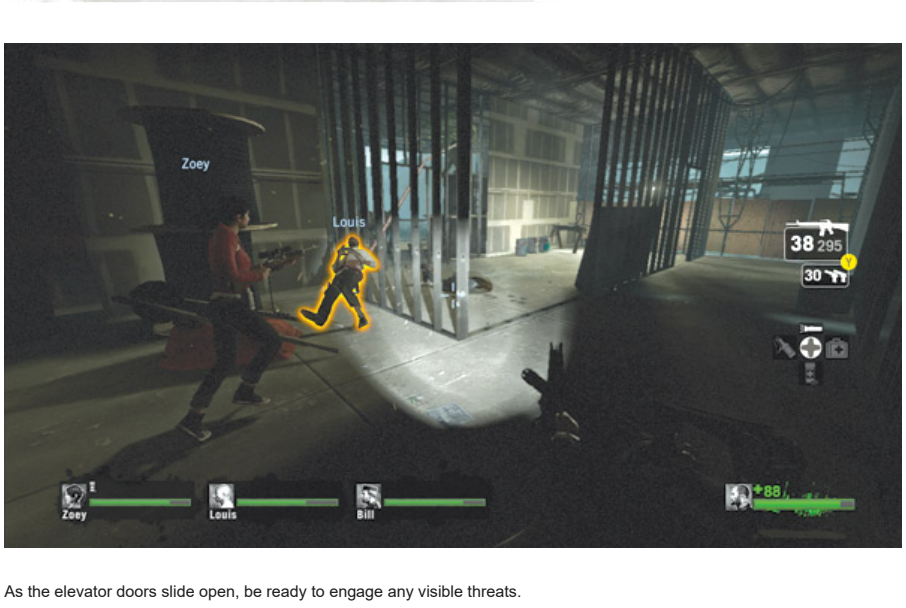
Attacking through the hole in the elevator's ceiling is possible, but quite risky unless playing as the Smoker. Even then, it's tough to deal much damage. However, Boomers can have some success at pulling off such attacks.

When the elevator stops, simply drop through the hole.

Whether you have the chance to vomit on a survivor or not shouldn't matter—if they kill you at close range they'll be covered in bile and greeted by a horde of infected as the elevator doors open on the 28th floor.

28th Floor

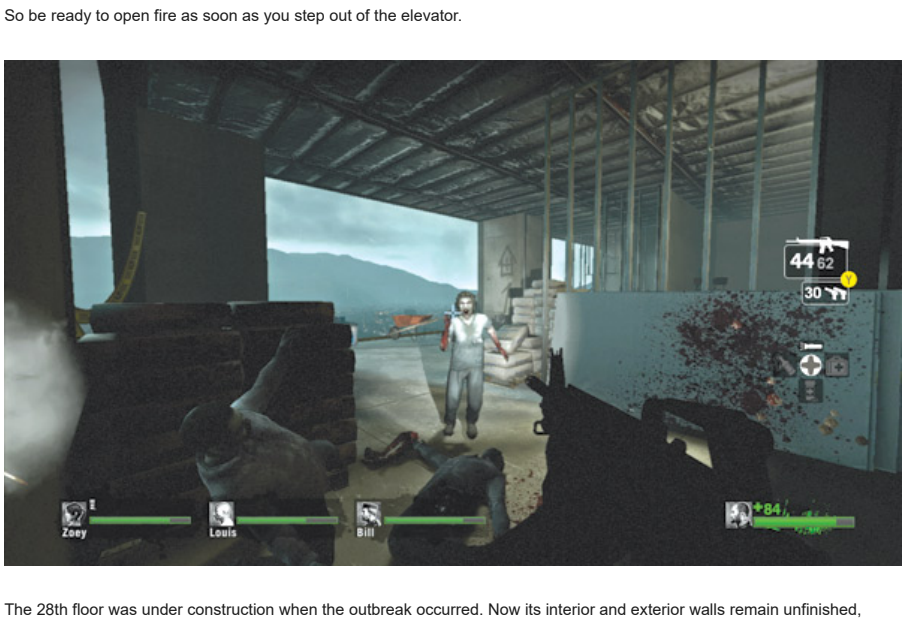




As the elevator doors slide open, be ready to engage any visible threats.

Don't be surprised if you're immediately jumped by Hunters or a Smoker. During versus matches, the survivors' long elevator ride gives the infected team plenty of time to stage an elaborate ambush on the 28th floor.

So be ready to open fire as soon as you step out of the elevator.

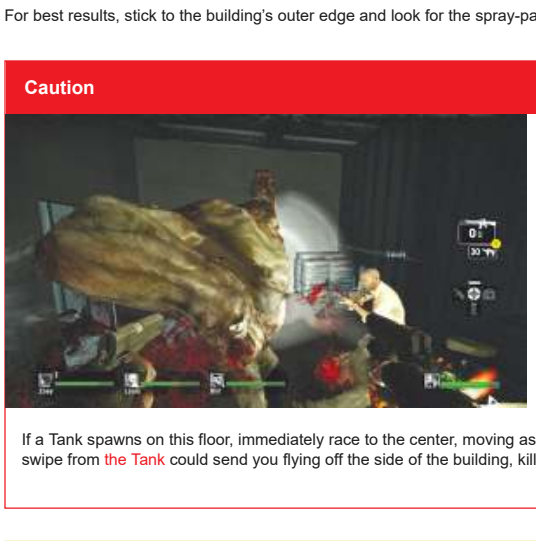


The 28th floor was under construction when the outbreak occurred. Now its interior and exterior walls remain unfinished, perhaps forever. This presents a unique challenge when moving through this floor.

While you can see great distances, the unfinished walls create impassable barriers, requiring you to move around them. If you're not careful, your team can get lost in this maze.

For best results, stick to the building's outer edge and look for the spray-painted signs pointing toward the safe house.

Caution



If a Tank spawns on this floor, immediately race to the center, moving as far away from the ledges as possible. One swipe from the Tank could send you flying off the side of the building, killing you instantly.

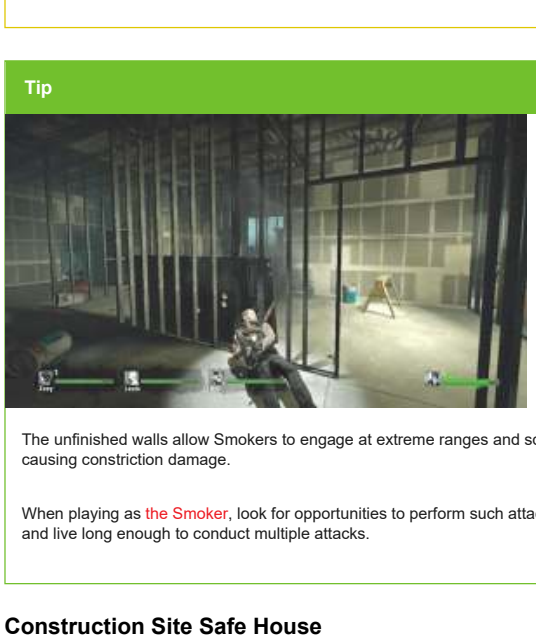
Infected

The labyrinth-like layout of this floor works to your team's advantage, buying you valuable time to stage coordinated attacks. Take every opportunity presented to stop the survivors before they reach the safe house.

If a Witch is present, center your ambush around her. Once she's startled and attacks a survivor, use this as your cue to attack.

With all survivors focused on killing the Witch, they won't be paying attention to your team, giving you the chance to vomit upon, pounce on, or snare the other standing survivors.

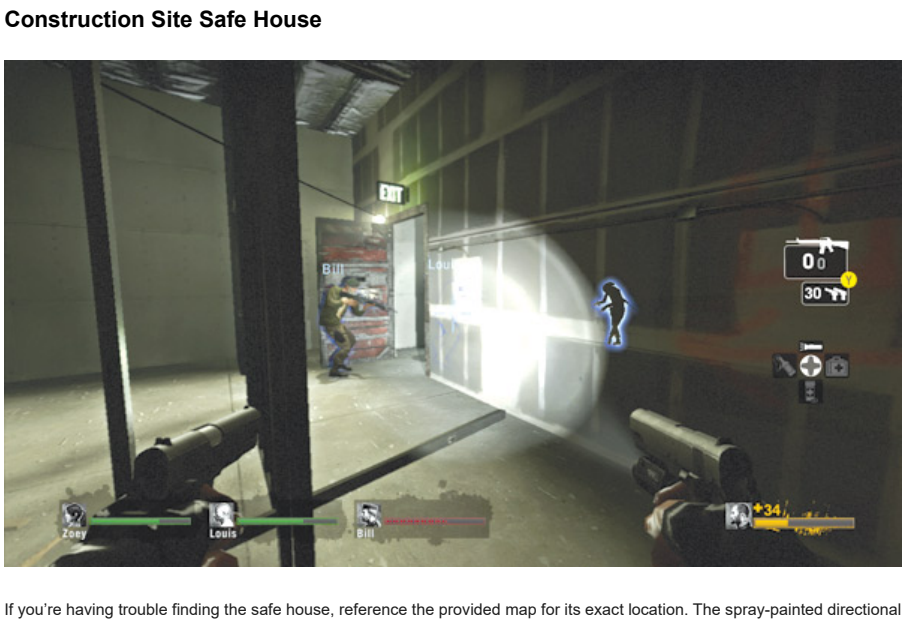
Tip



The unfinished walls allow Smokers to engage at extreme ranges and squeeze their prey against the vertical supports, causing constriction damage.

When playing as the Smoker, look for opportunities to perform such attacks. If you're careful, you can avoid detection and live long enough to conduct multiple attacks.

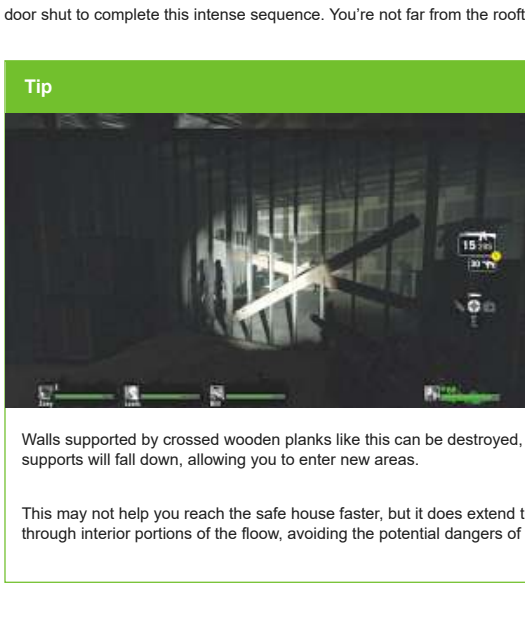
Construction Site Safe House



If you're having trouble finding the safe house, reference the provided map for its exact location. The spray-painted directional signs can be helpful too.

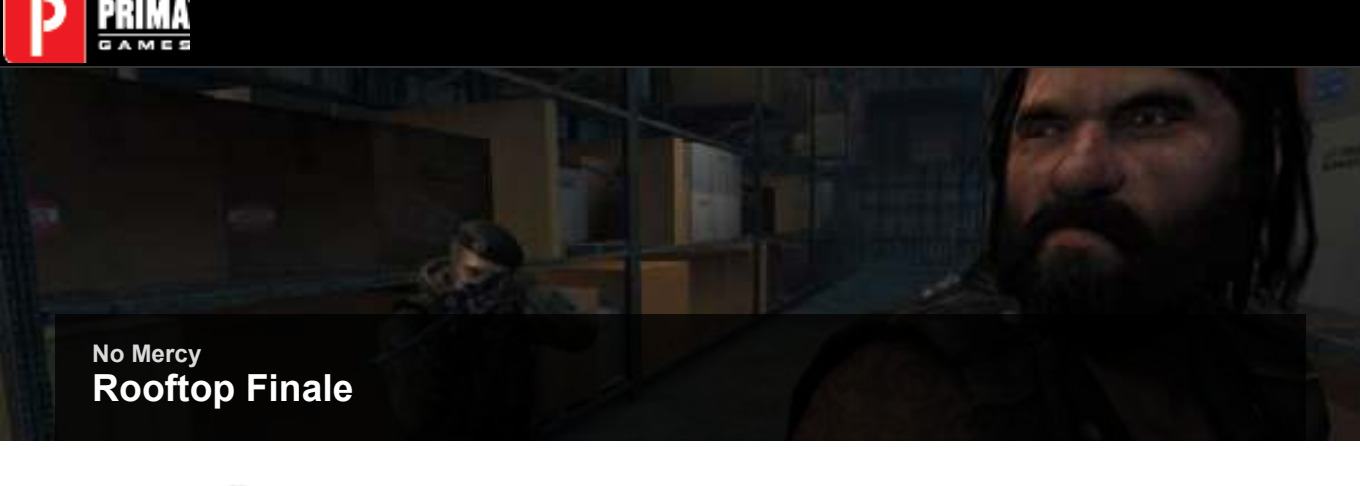
When you see the green glow of an exit sign, you're very close. Quickly get inside with the rest of your team and slam the door shut to complete this intense sequence. You're not far from the rooftop now…

Tip



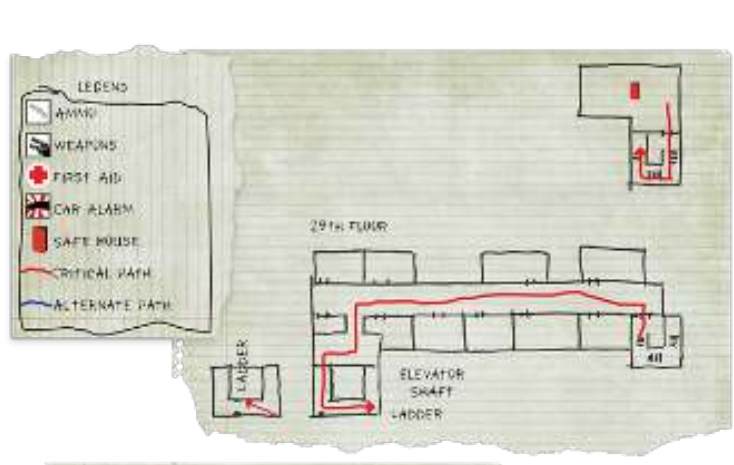
Walls supported by crossed wooden planks like this can be destroyed, simply attack or shoot the planks and the vertical supports will fall down, allowing you to enter new areas.

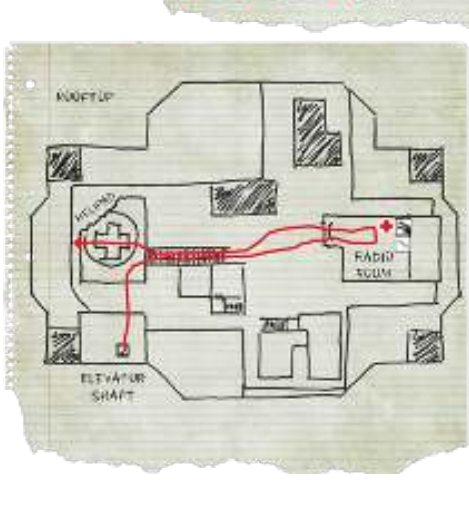
This may not help you reach the safe house faster, but it does extend the playable area, allowing your team to move through interior portions of the floow, avoiding the potential dangers of following the path along the building's edge.



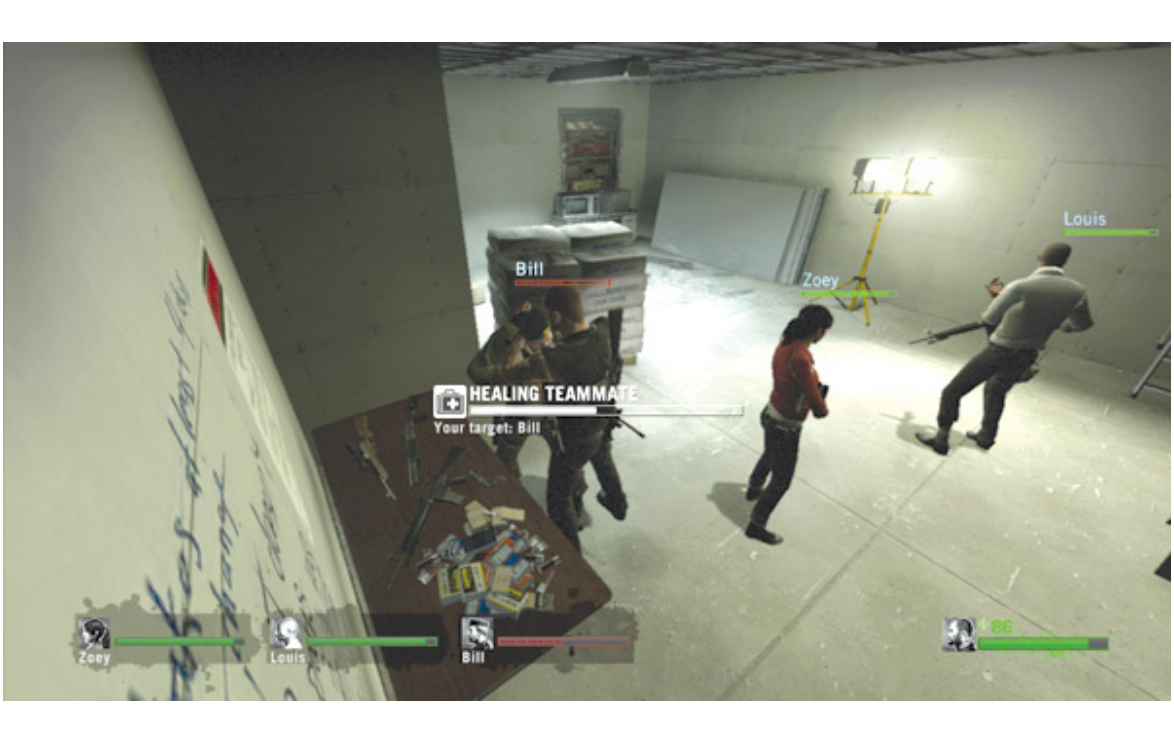
No Mercy

Rooftop Finale





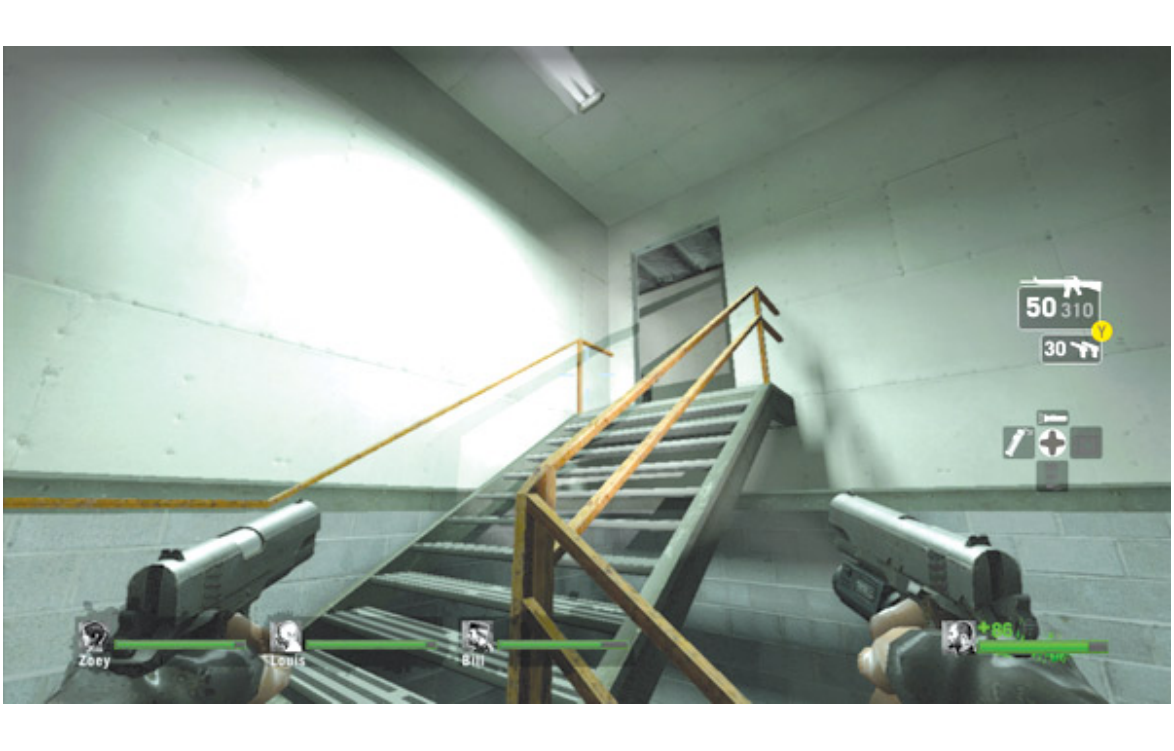
Safe House



The hospital's rooftop is finally within reach, but your team still has a long way to go before it's safely aboard the rescue chopper. As usual, take a little time to prepare for your journey. Your team is probably pretty banged up from the race through the hospital.

Check over everybody's health meter and make sure everyone is healed before moving out. Also, grab some ammo and consider swapping out weapons.

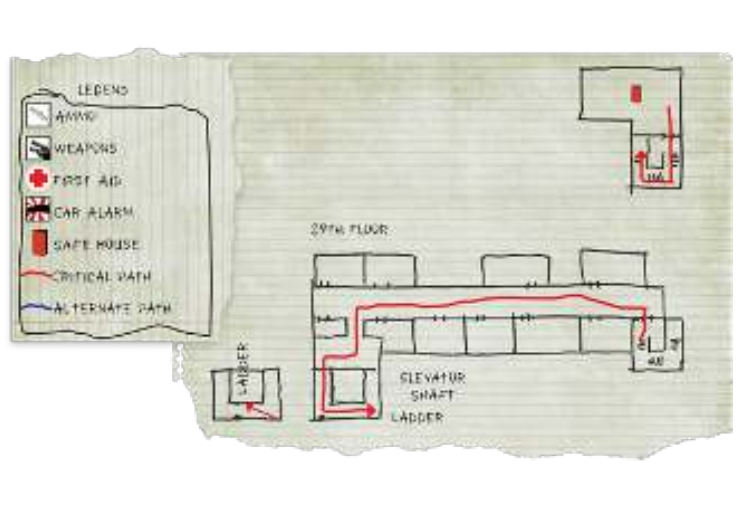
Both the assault rifle and auto shotgun are good choices for the finale on the rooftop. The sniper rifle can come in handy too, but no more than one teammate should be equipped with it.

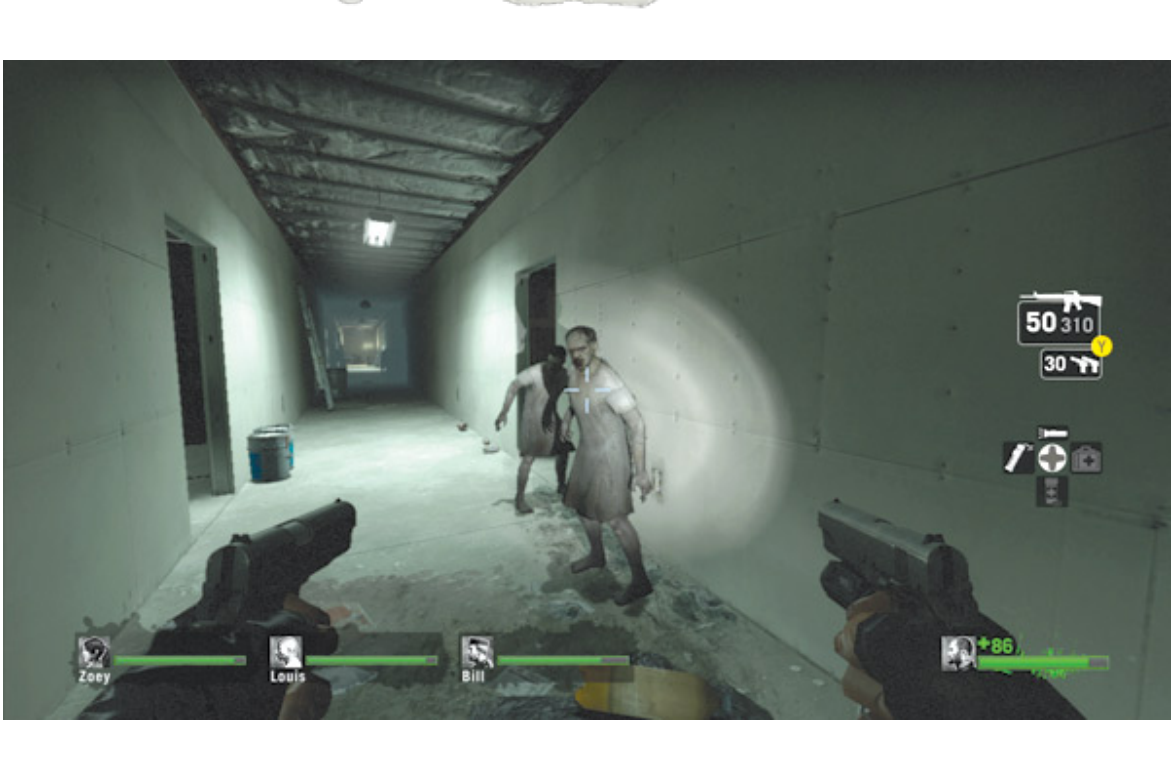


When your team is ready to move out, open the safe house door and cautiously enter the adjoining stairwell. A few common infected may stumble around in here, so clear the steps as you proceed to the 29th floor.

Infected bosses may also be waiting to pounce as soon as you exit the safe house, but they can't spawn in the stairwell. So all attacks will originate from the doorway at the top of the steps. Keep your weapons focused on this entry point.

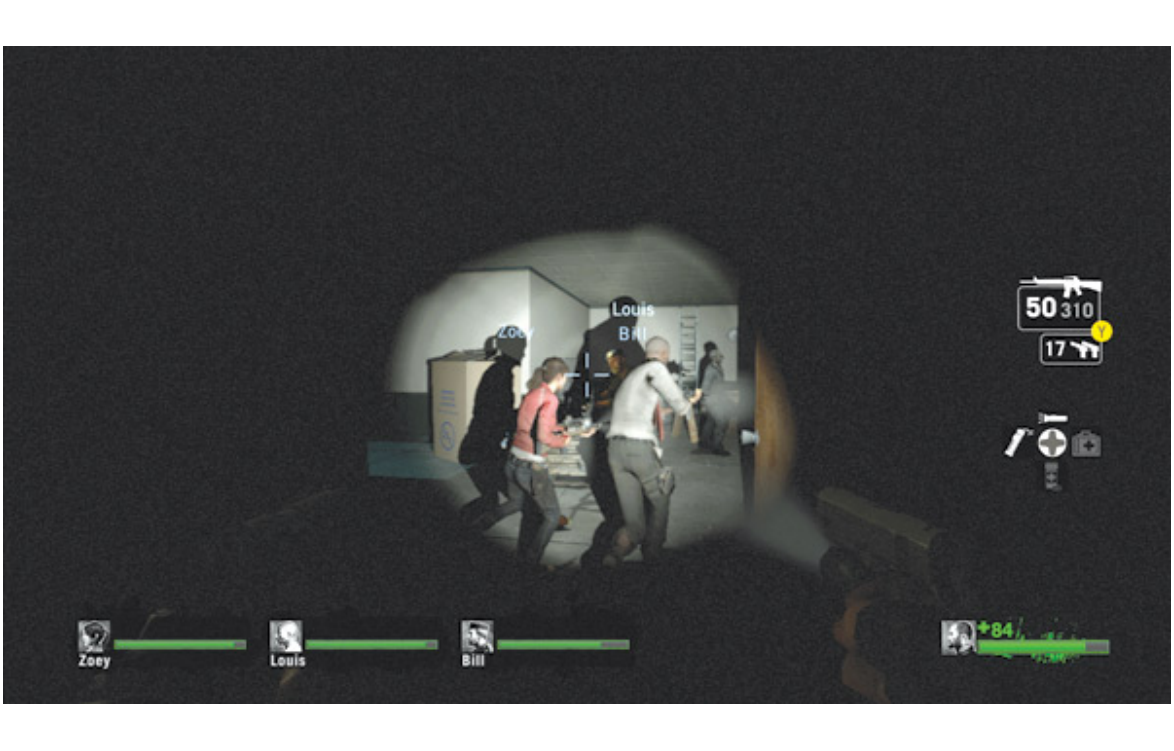
29th Floor





Be prepared to encounter more common infected as you exit the stairwell and step onto the 29th floor. Former patients, medical staff, and construction workers fill the halls and unfinished rooms of this floor.

Advance quickly through this floor, but be sure to keep an eye on the side rooms as you pass. These rooms often contain infected but may also hold useful pickups.



As your team clears the side rooms, stick together and rush inside simultaneously. This helps prevent the infected bosses from getting the jump on anyone left alone in the hallway.

Plus, multiple flashlights help illuminate these dark rooms, making them much easier to clear.

When the team is ready to leave a room and return to the hall, communicate with your teammates to make sure everyone is ready to move out at the same time.

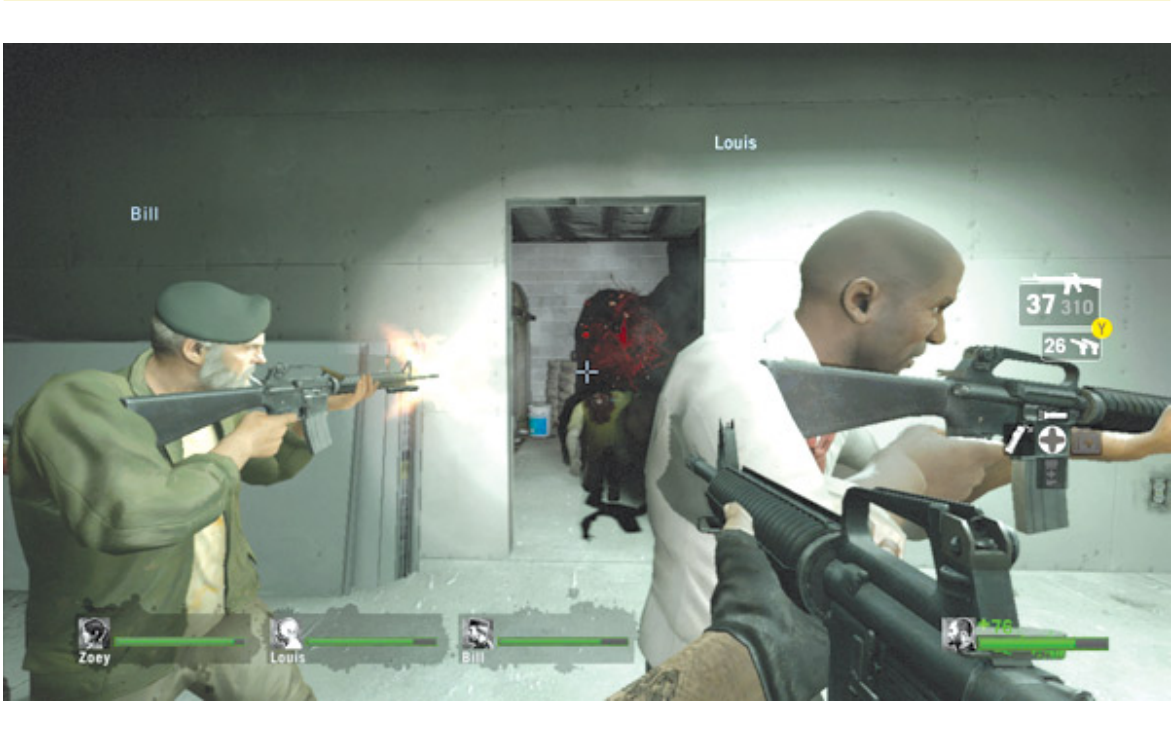
It's very easy to get separated on this dark floor, so keep in touch with your teammates at all times, both visually and by voice.

Infected

The dark and cramped spaces of the 29th floor benefit your team greatly.

Remain in ghost mode and monitor the movements of the survivors. If they split up to check the side rooms, quickly find a spot to spawn, then immediately attack any stragglers.

Try to coordinate such attacks with your teammates to ensure maximum damage output. If playing as the Smoker or Boomer, do your best to distract the other survivors while your Hunters pick off stragglers.

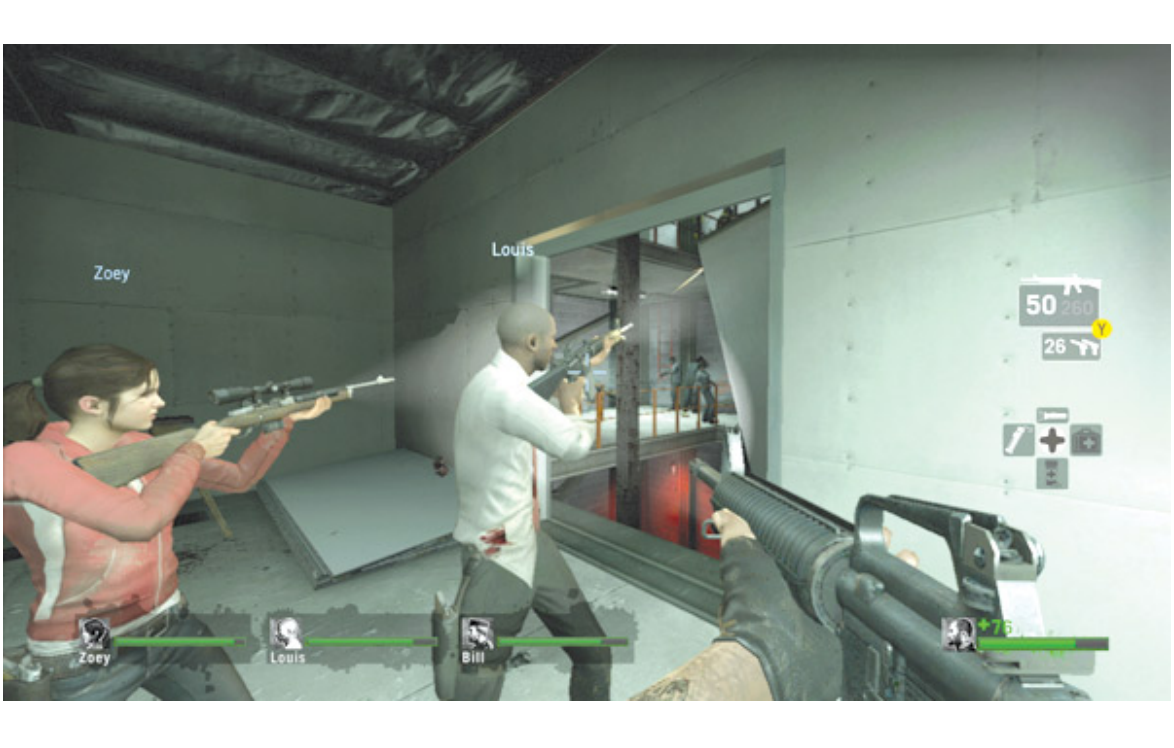


Continue advancing down the main hallway, clearing the side rooms as you go. If you don't want to enter the side rooms, still take time to kill any infected inside.

Have two teammates stand watch, covering both ends of the hall, while two other teammates open fire on the side rooms. Move as a unit, pausing near the entrance of each room long enough to shoot everything inside, then proceed to the next room.

It's just as easy to rush past these rooms, but you may miss some useful pickups in your haste.

Elevator Shaft



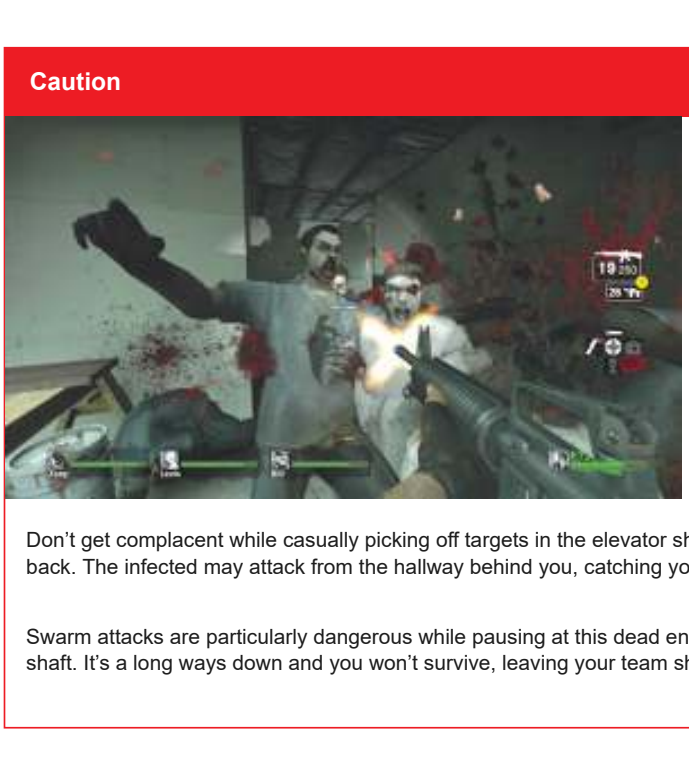
Follow the main hallway to the left to locate the elevator shaft. The elevator isn't functional on this floor, so your team must enter the shaft and climb to the rooftop.

Before entering, hold at the open doorway and engage the hostiles inside. Clear as much of the shaft as possible from this point before entering.

Otherwise you'll be faced with engaging the infected at close range while attempting to climb the ladders. Some infected bosses may be waiting for you inside the shaft, too.

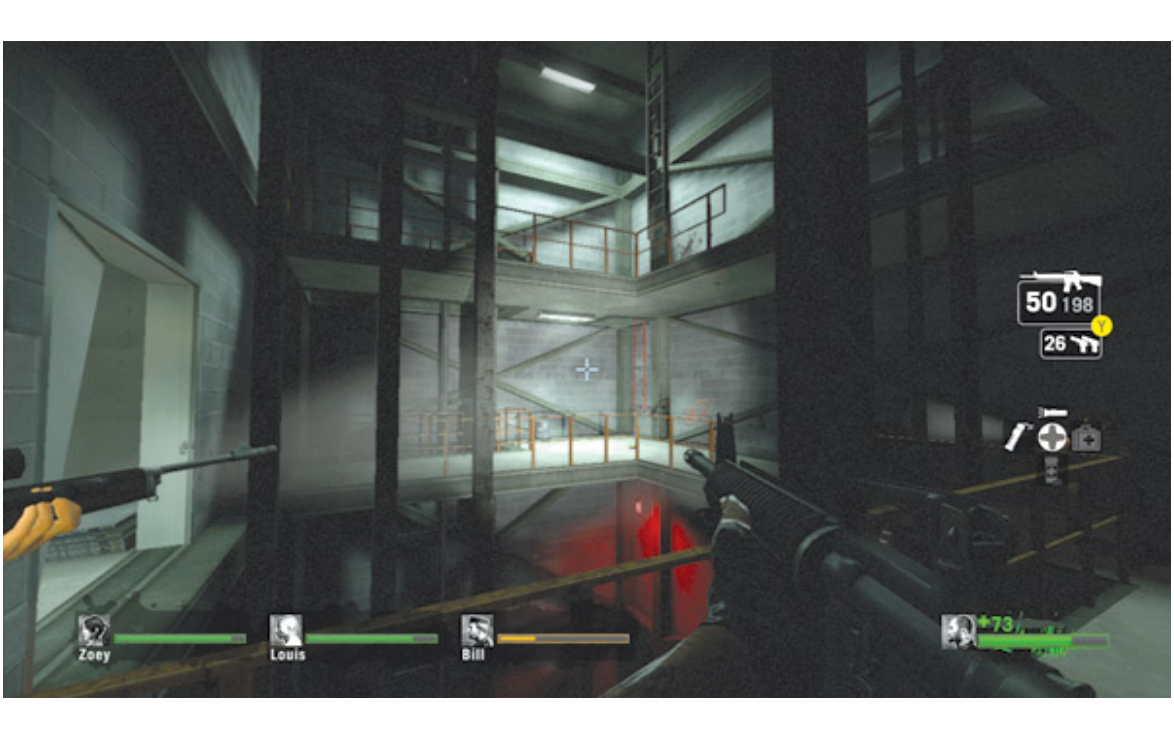
Use this opportunity to take them out before they can spring their trap.

Caution



Don't get complacent while casually picking off targets in the elevator shaft. Make sure someone is always watching your back. The infected may attack from the hallway behind you, catching your team off guard.

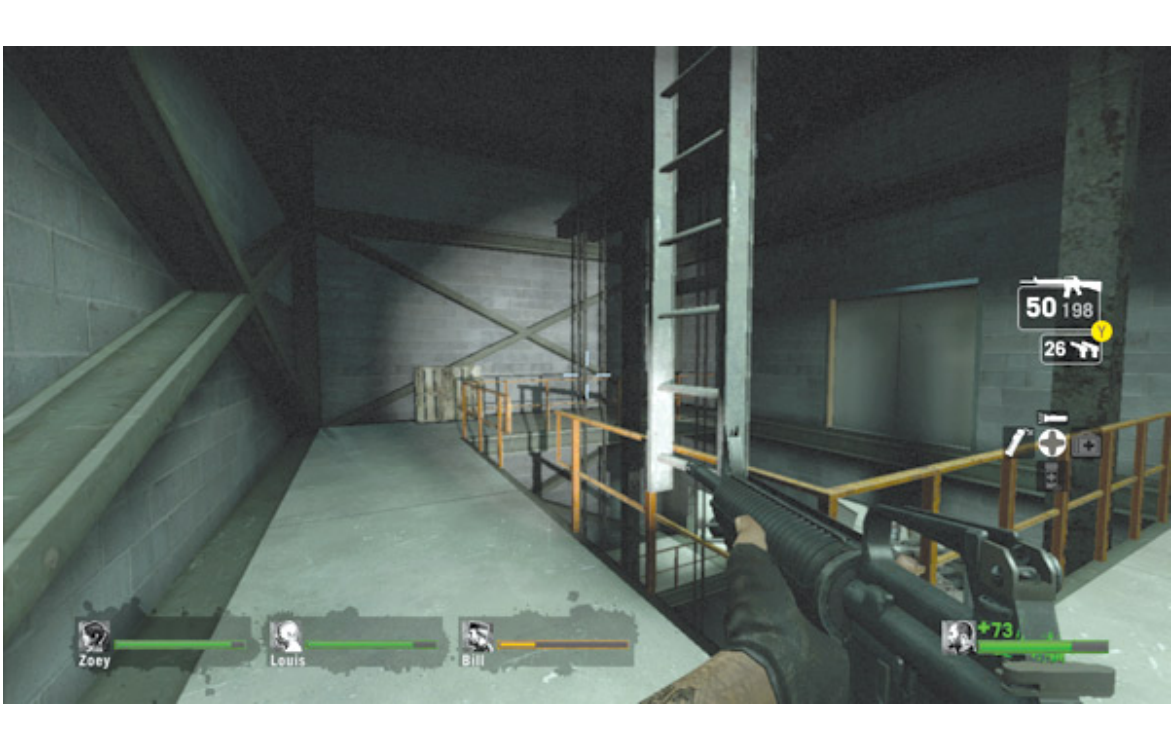
Swarm attacks are particularly dangerous while pausing at this dead end. Be careful not to backpedal into the elevator shaft. It's a long ways down and you won't survive, leaving your team short-handed for the finale.



When the elevator shaft is relatively clear, crouch through the vent on the right side of the door—don't enter through the main door! If necessary, attack the vent to create an opening. Two ladders inside this shaft lead up to the roof.

The first is a red ladder on the opposite side of the shaft, connected to the outer wall. Follow the walkway to the ladder and climb it to the next level. But don't rush the ladder all at once.

Have at least one teammate provide cover while everyone else climbs. Attacks originating from the 29th floor are still possible.



After climbing the red ladder, turn around to locate the next ladder, suspended from the rooftop. Before climbing it, make sure all your teammates make it up to the small walkway.

If someone is pinned or constricted on the lower level, it may be necessary to climb back down the red ladder to assist.

Getting separated here could be a disaster, so stay together and promptly make your way up to the rooftop.

Caution

The lower and upper walkways in the elevator shaft are equipped with orange railings designed to prevent your team from falling down the shaft.

However, there is a gap in the railing near each ladder, just wide enough to fall through. Stay clear of these gaps in the railing to prevent plunging to your death.

Infected

The elevator shaft is a good spot to ambush the survivors, but doing so can be tricky. Once the survivors have entered the shaft, it's nearly impossible to spawn inside, as they'll have established a line of sight on nearly every accessible spot.

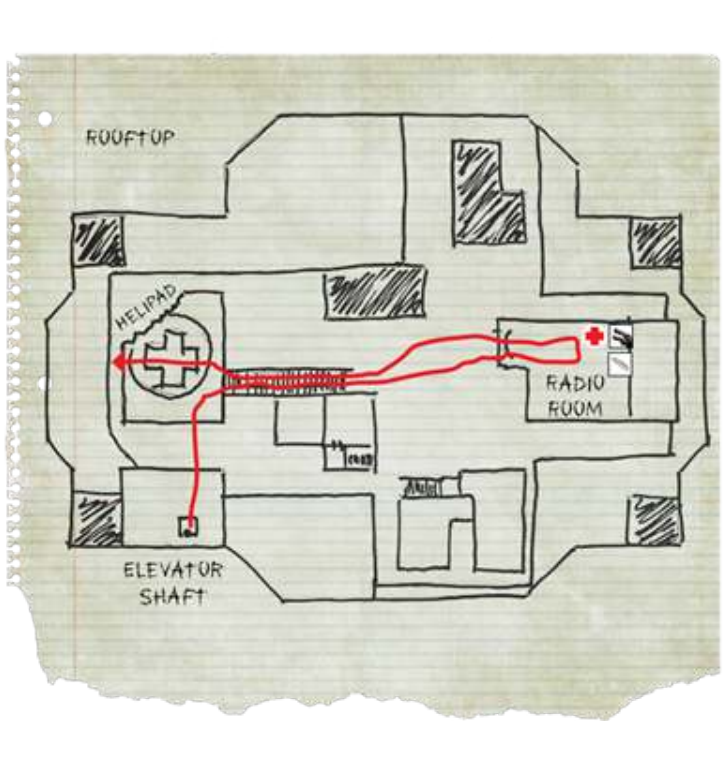
So either spawn in the shaft before the survivors enter, or spawn on the rooftop or 29th floor.

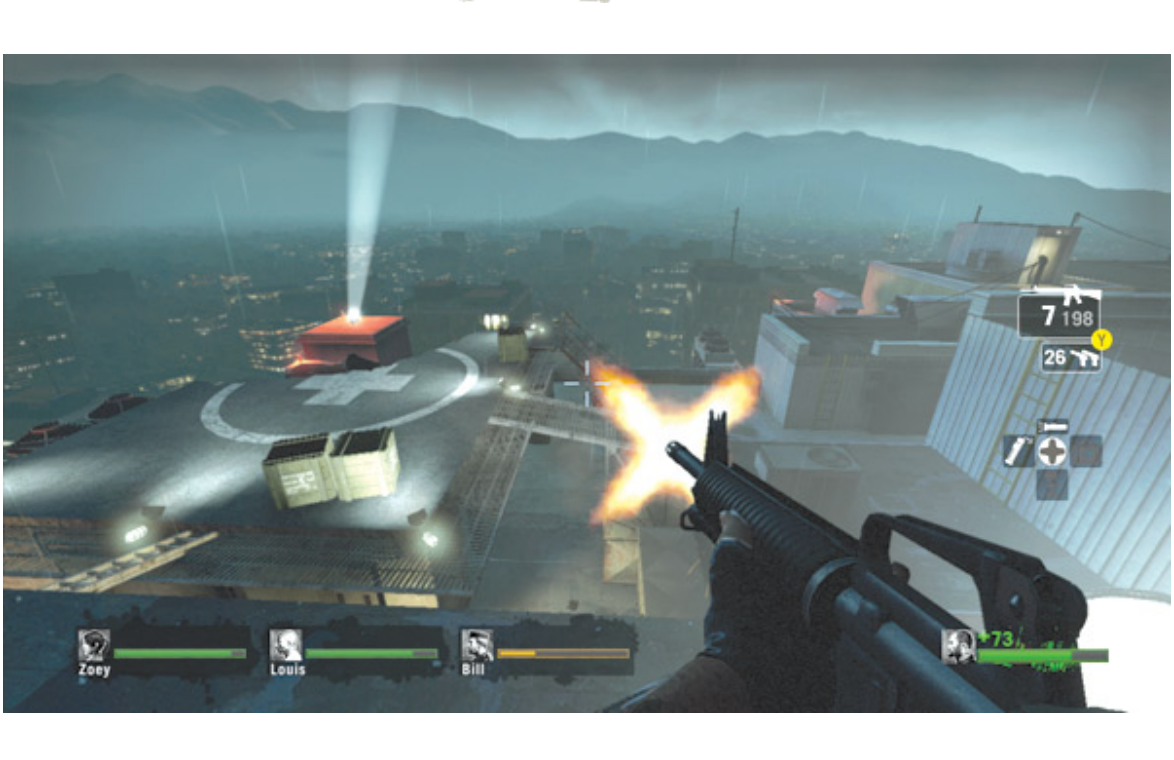
A Smoker on the 29th floor can pull a survivor off the lower walkway, through the gap in the railing, and dangle the victim over the edge of the shaft.

In either case, the survivor is dead, dying either of constriction damage or by falling down the shaft once the Smoker is killed.

Causing the survivors to plunge down the shaft is by far the quickest way to kill them, but such kills are tough to come by and require perfect timing and plenty of luck. Still, it's worth giving it a shot.

Rooftop





The ladder in the elevator shaft leads to the top of a structure on the rooftop near the helipad. Make sure all your teammates make it to the rooftop, then spend a few seconds clearing the surrounding area.

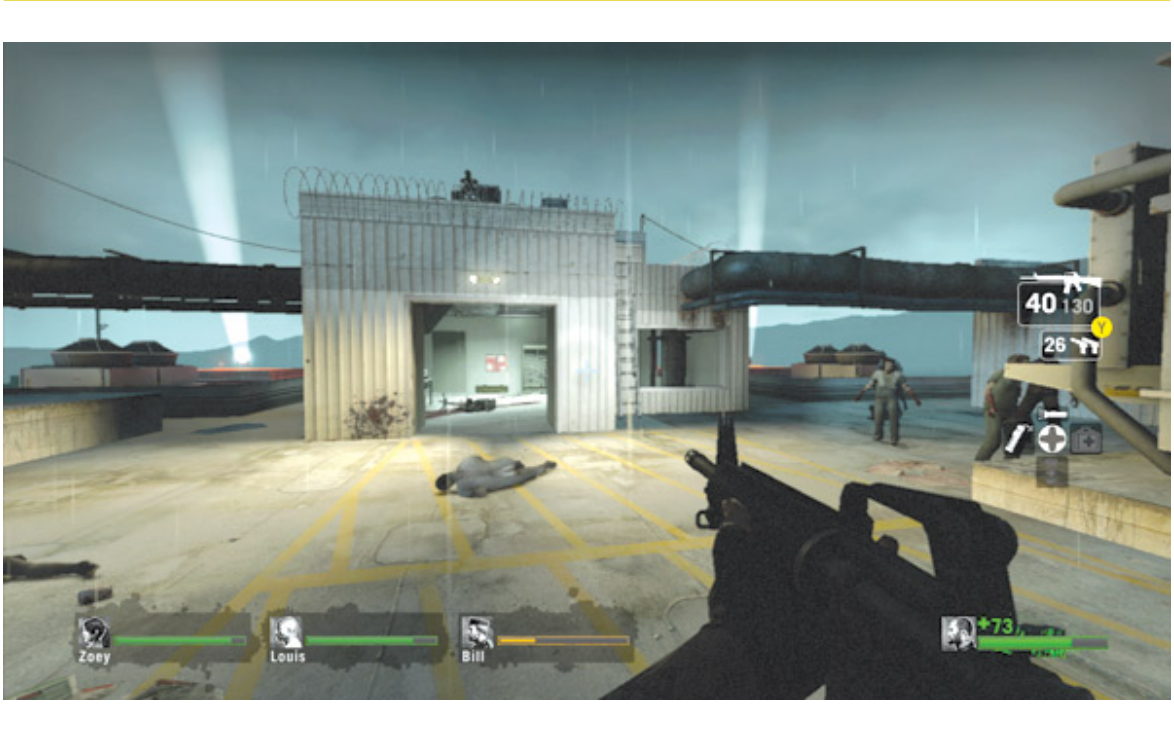
There are usually a few common infected loitering around the helipad. Neutralize them before hopping across.

Infected

Look for opportunities to attack the survivors from the rooftop's various high points. Consider spawning in the elevator shaft and climbing up the ladder to attack the survivors as they descend to the helipad or lower levels.

Both the Smoker and Hunter are very effective when attacking from above. Inflicting heavy damage on the survivors now can pay off later once the finale gets underway.

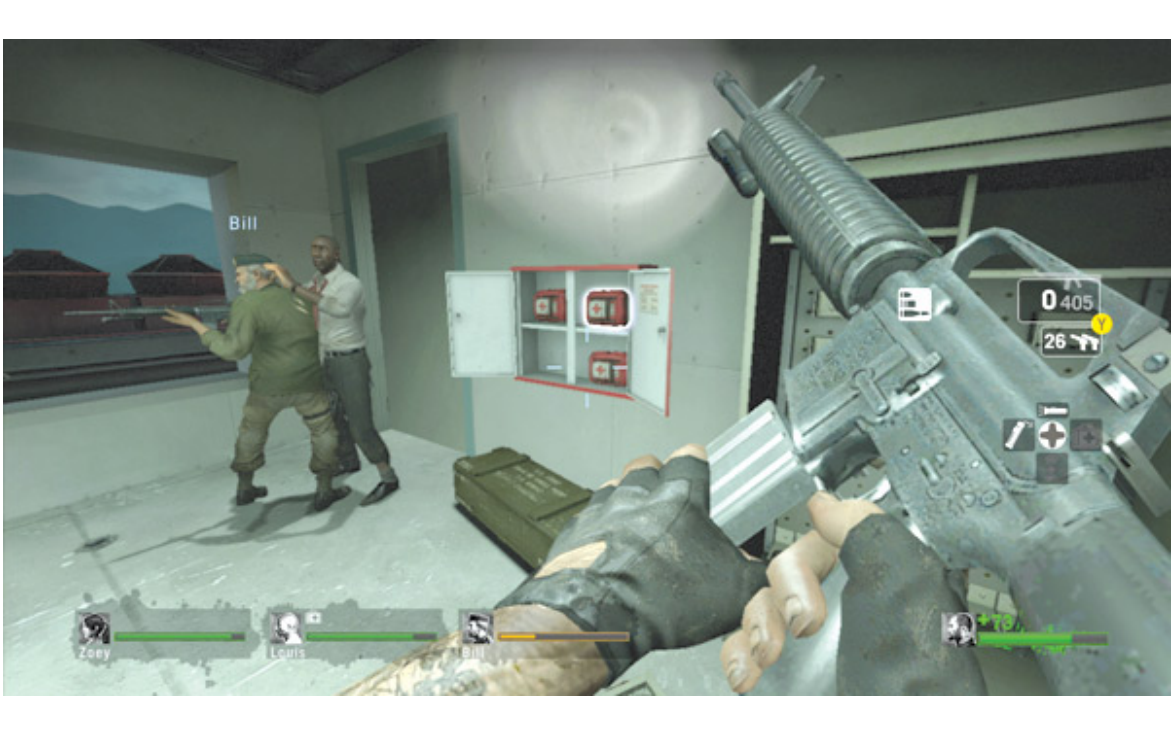
Killing a survivor before the finale even begins definitely tilts the odds in your team's favor. So attack relentlessly before the survivors call the rescue chopper.



Don't bother clearing the entire rooftop. Instead, make a move for the radio room as quickly as possible. Stalling only gives the infected more time to inflict damage.

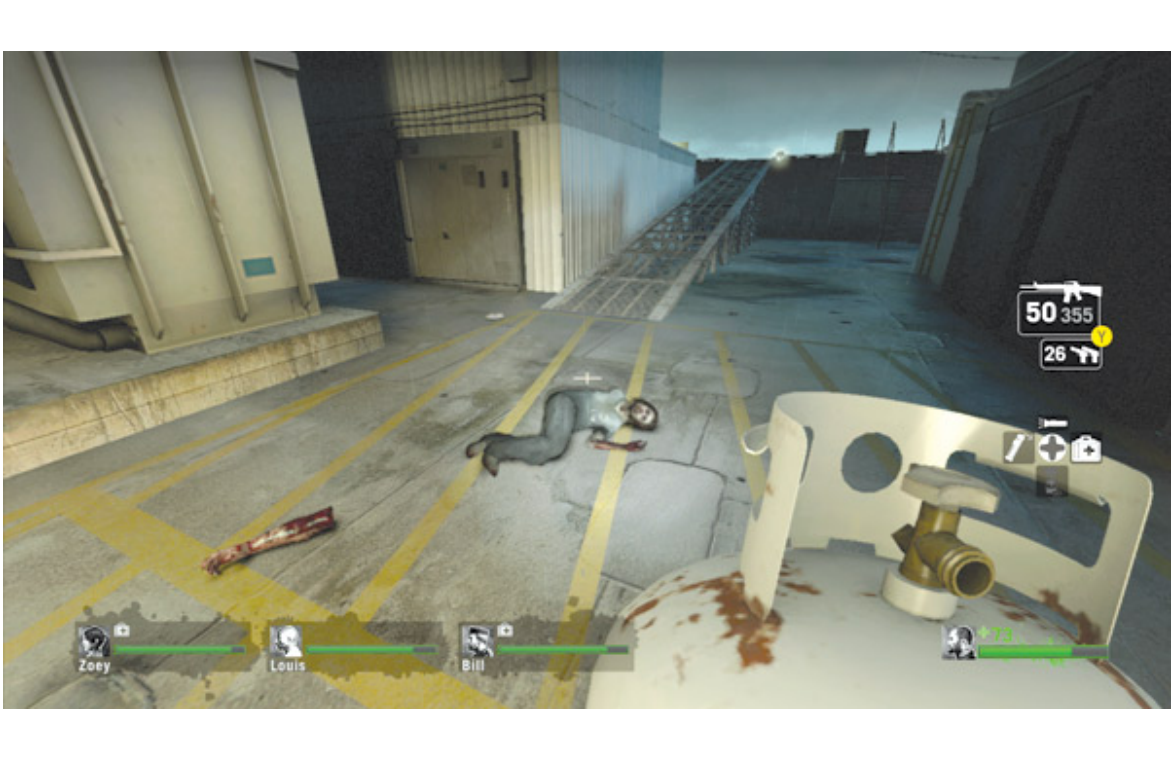
From the helipad, descend the long ramp and keep moving straight until you see this small structure with a mini gun mounted on the roof. Blast any zombies gathered around this structure, then race inside.

Finale Preparation



This small radio room is stocked with a first aid station, weapon upgrades, and ammo. Take a brief moment to stock up and heal before using the radio. Afterward, step up to the radio on the nearby table and interact with it.

The chopper pilot responds and tells you to prepare for an assault. You'll need to hold out on the rooftop until the pilot can arrive.

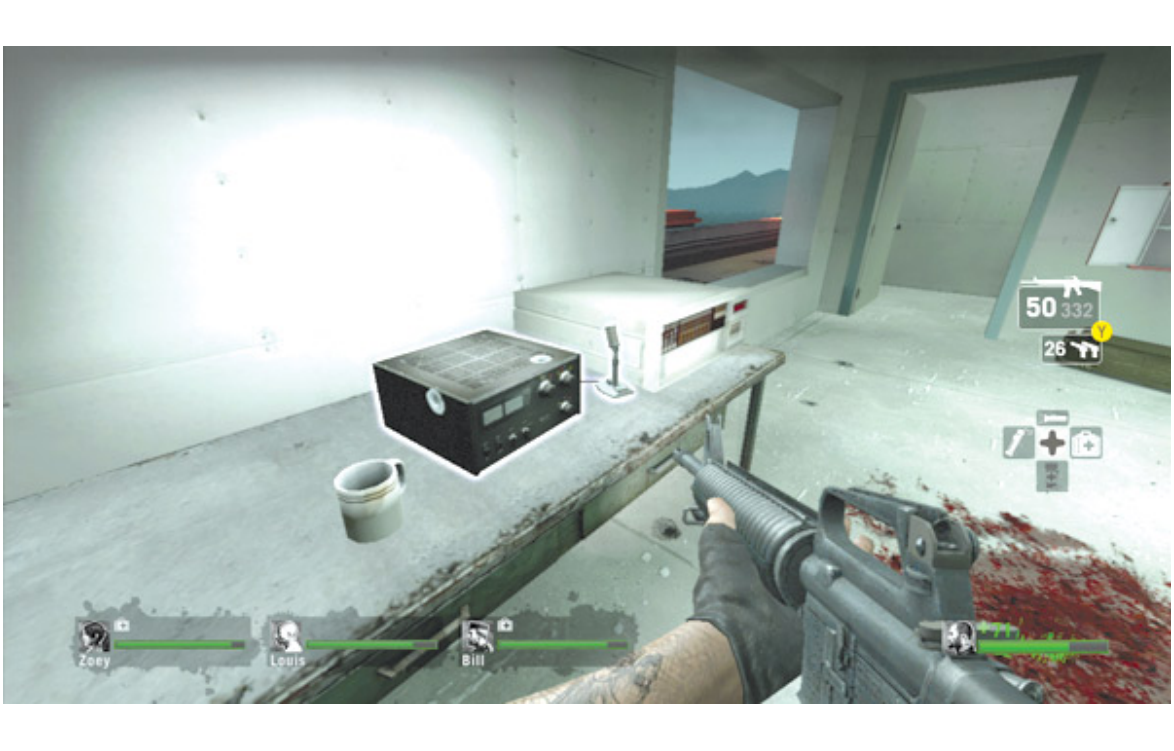


Don't interact with the radio again. Instead, take a moment to prepare for the attack. There are usually propane tanks or fuel cans inside or near the radio room.

Scatter these explosive items outside, placing them in critical choke points like the ramp leading down from the helipad. When the attack starts, target these items to wipe out large swaths of infected attempting to rush your position.

Also, look for stashes of pipe bombs and molotovs on the nearby structures around the radio room.

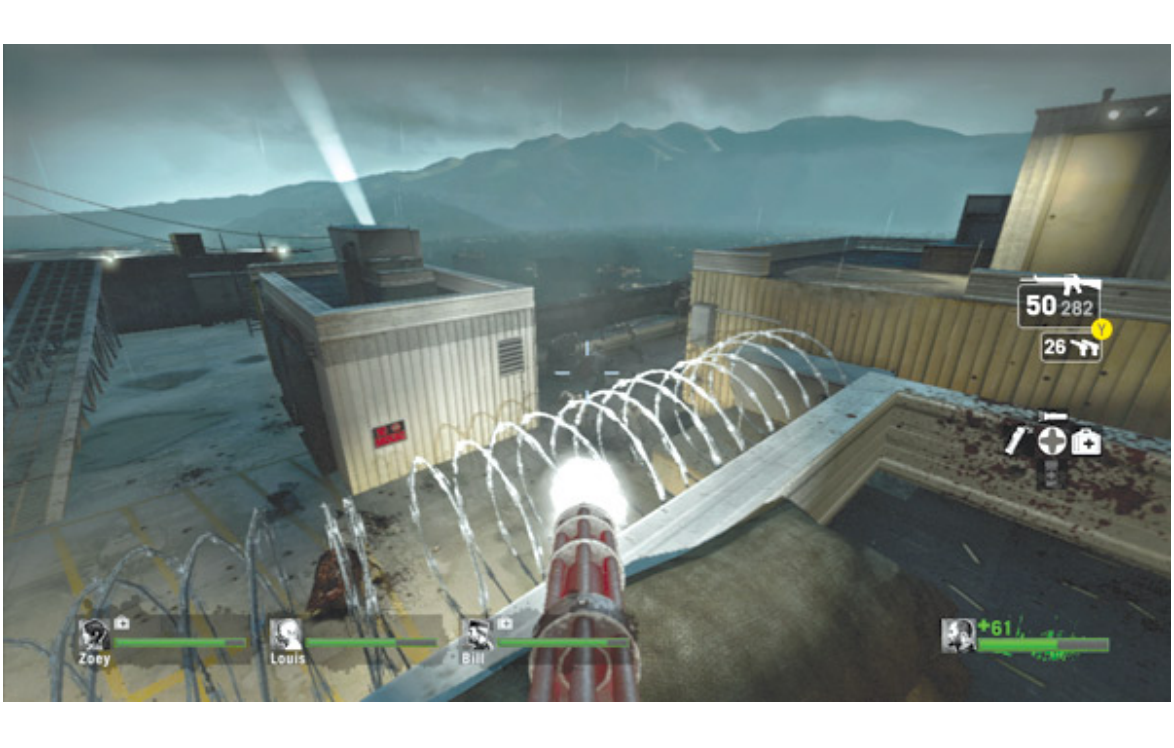
Knowing where these stashes are located can greatly increase your team's chance of survival. So when you find a stash, call it out so all team members know where to go to resupply.



Once your team is well prepared for the attack, return to the radio room. But don't touch the radio until your team is in position, preferably on the rooftop near the mini gun.

When you interact with the radio a second time, the chopper pilot tells you he's on his way. This in turn triggers the finale, prompting the infected to attack.

Finale



Join your teammates on the rooftop and make sure someone is manning the mini gun. But don't let this weapon give your team a false sense of security. Despite its amazing rate of fire, the weapon has serious limitations.

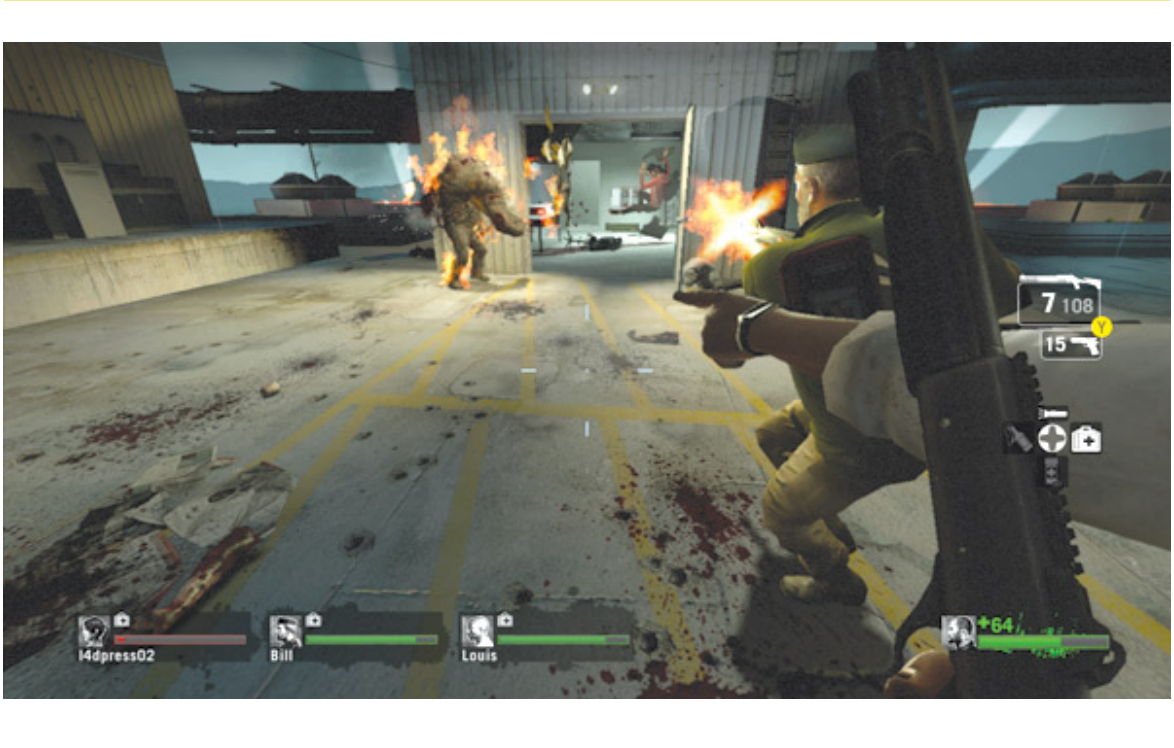
Most notably, its firing arc is rather limited, making the operator vulnerable to attacks from the side and rear. So it's up to the rest of the team to watch the mini gunner's back.

The infected can climb up to this rooftop position from the left and right, so both sides should be watched at all times.

Infected

The Smoker plays an instrumental role in dividing the attackers during the finale. One successful attack can pull a survivor off the rooftop, away from teammates.

This is a good way to get the survivors away from the mini gun, giving the common infected a better chance of swarming the group.



Hold out on the radio room's rooftop as long as possible, but once you hear the rumbling of an incoming Tank, drop to the rooftop and stick together. If you stay on the radio room's roof, the Tank's powerful strikes could send you flying off the side of the building.

You have a much better chance of surviving on the lower level. If possible, try to hit the Tank with a molotov cocktail. Torching a Tank diminishes health quickly.

A steady dose of rapid fire will ensure the Tank goes down in a hurry.

Tip

If any teammates are incapacitated, quickly help them up even if you may take some damage while doing so, your team doesn't have to be killed to lose here.

If all your teammates are incapacitated, there's no way for you ro reach the chopper and the match will end soon.

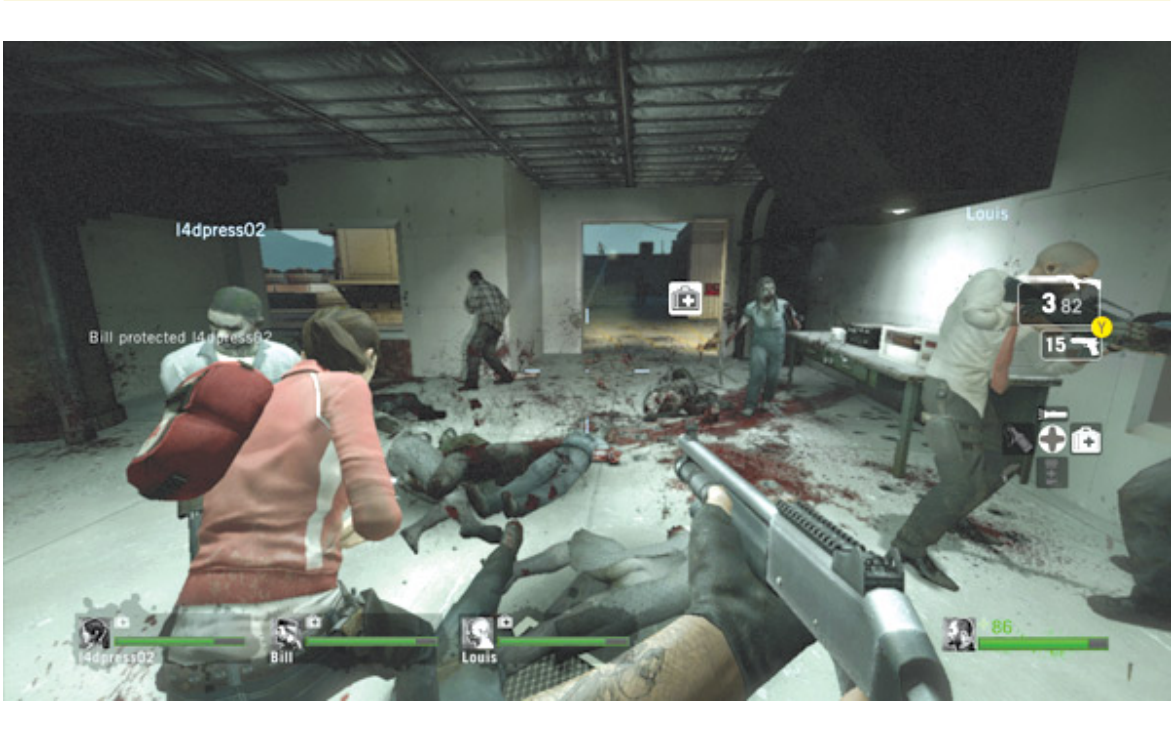
So don't let teammates stay down for long, you need them up on their feet and fighting if you want to stand a chance against the infected during this finale.

Infected

ATTACK THE SURVIVORS

When playing as the Tank, attack the survivors on the rooftop. They're usually clustered up here, making them an easy target.

One hit could send a survivor flying off the roof, resulting in instant death. But you must properly align yourself to get the right trajectory for such a kill.



If your team must vacate the rooftop, consider heading downstairs into the radio room. The room's double doors and windows must be covered at all times, but if you still have your whole team together, you can lock down this location quite easily.

Furthermore, the room provides an endless supply of ammo and the opportunity to switch weapons.

The auto shotgun is ideal for defending this location. Just be ready to vacate if another Tank attacks. You don't want to get cornered in here by a Tank.

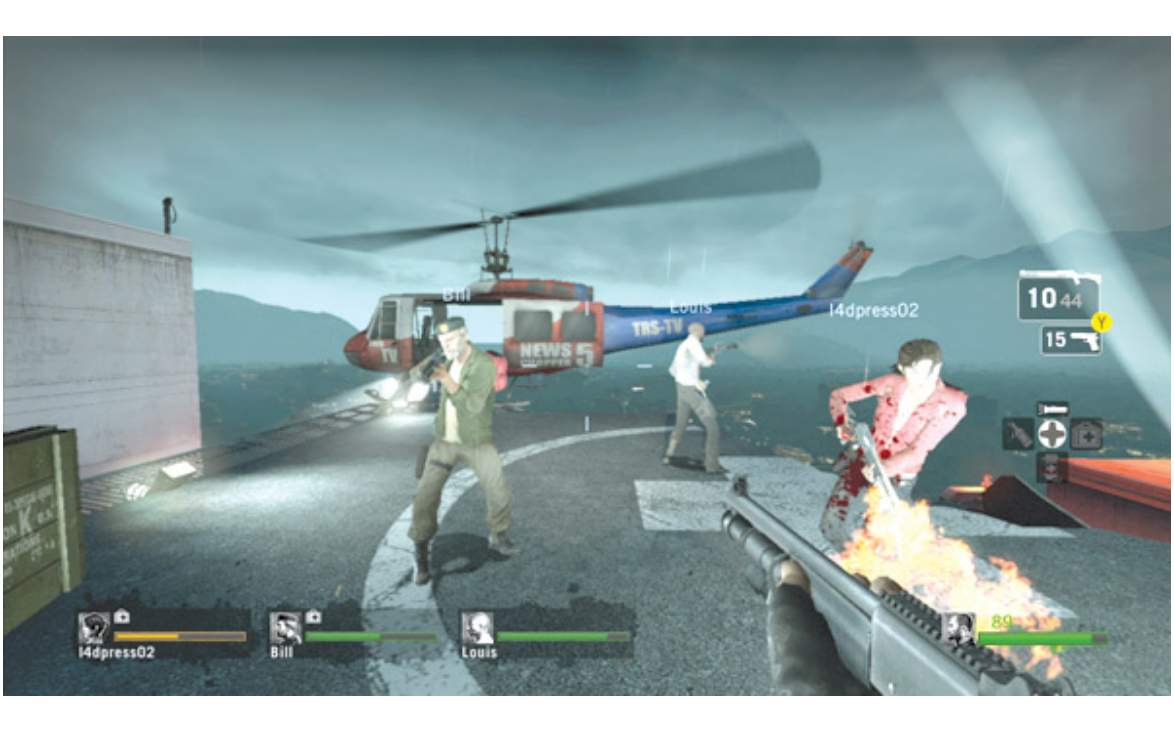
Infected

YOU ARE DEAD

While in the spectator mode waiting to respawn, pay close attention to the locations of the survivors and their health. Those with a green halo around them are in good condition.

But those with a yellow or orange halo around them have low health. When you respawn, focus on the players with the least amount of health. Simply incapacitating these players can give your team a tremendous advantage.

Chopper Rescue



Hold out in or on top of the radio room until the chopper arrives. At that point, make sure your team stays together and race up the ramp directly across from the radio room.

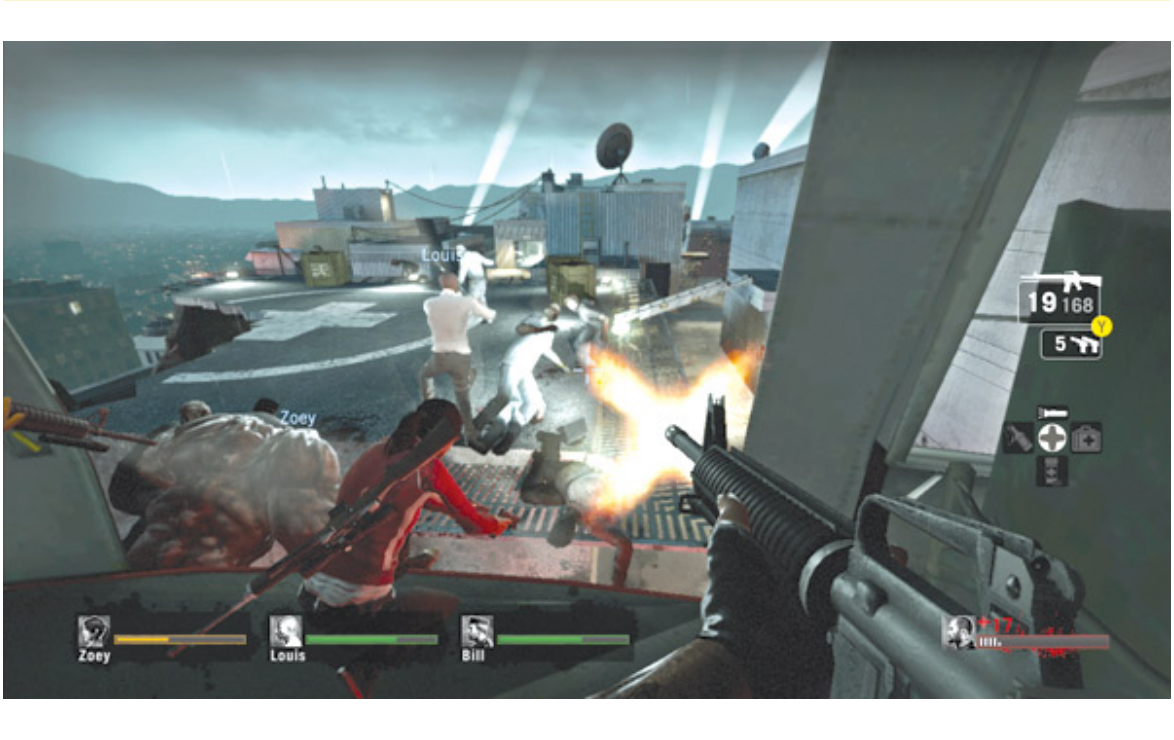
This leads directly to the helipad. A new swarm of attackers (including a Tank) usually spawns soon after the chopper arrives, so don't waste any time. Immediately hop in the chopper.

Infected

ATTACK THE SURVIVORS

When the chopper arrives, try to single out and incapacitate at least one of the survivors. If a survivor goes down while all the other survivors are in the chopper, the match automatically ends, and the chopper leaves.

This could make a huge impact on the score, especially in a very tight match. The Smoker, Hunter, and Tank are all well equipped to pull off such last-second upsets.



The movie may not be over as soon as you reach the chopper. You may have to hold out until the rest of your teammates hop inside. Stay in the chopper and provide covering fire while your teammates race to safety.

Just be careful not to shoot them as they run toward you. Keep firing until the final cutscene plays, showing the chopper pulling back from the helipad. Your team (or what remains of it) is finally safe! Good work!

Death Toll

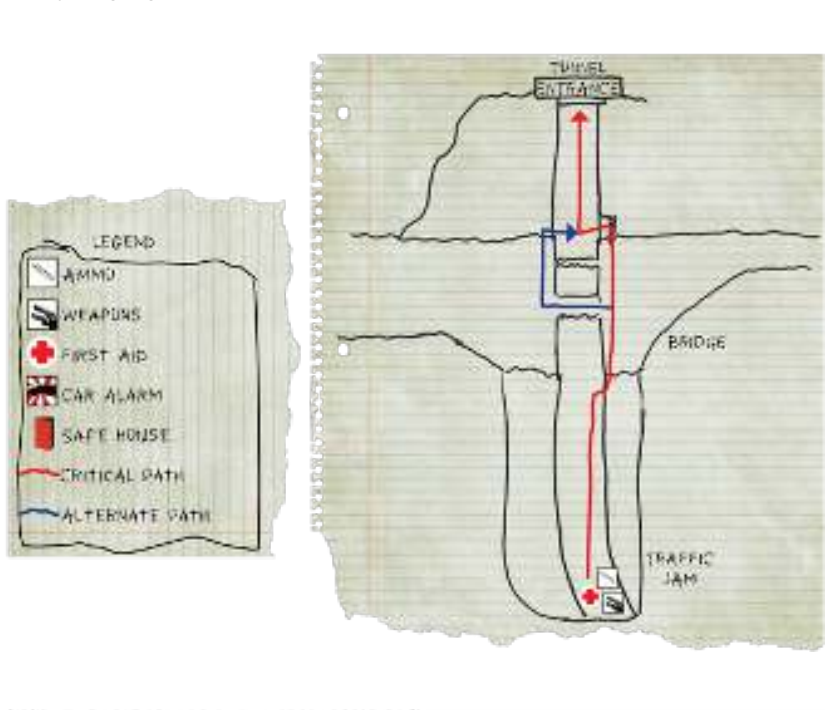
The Turnpike

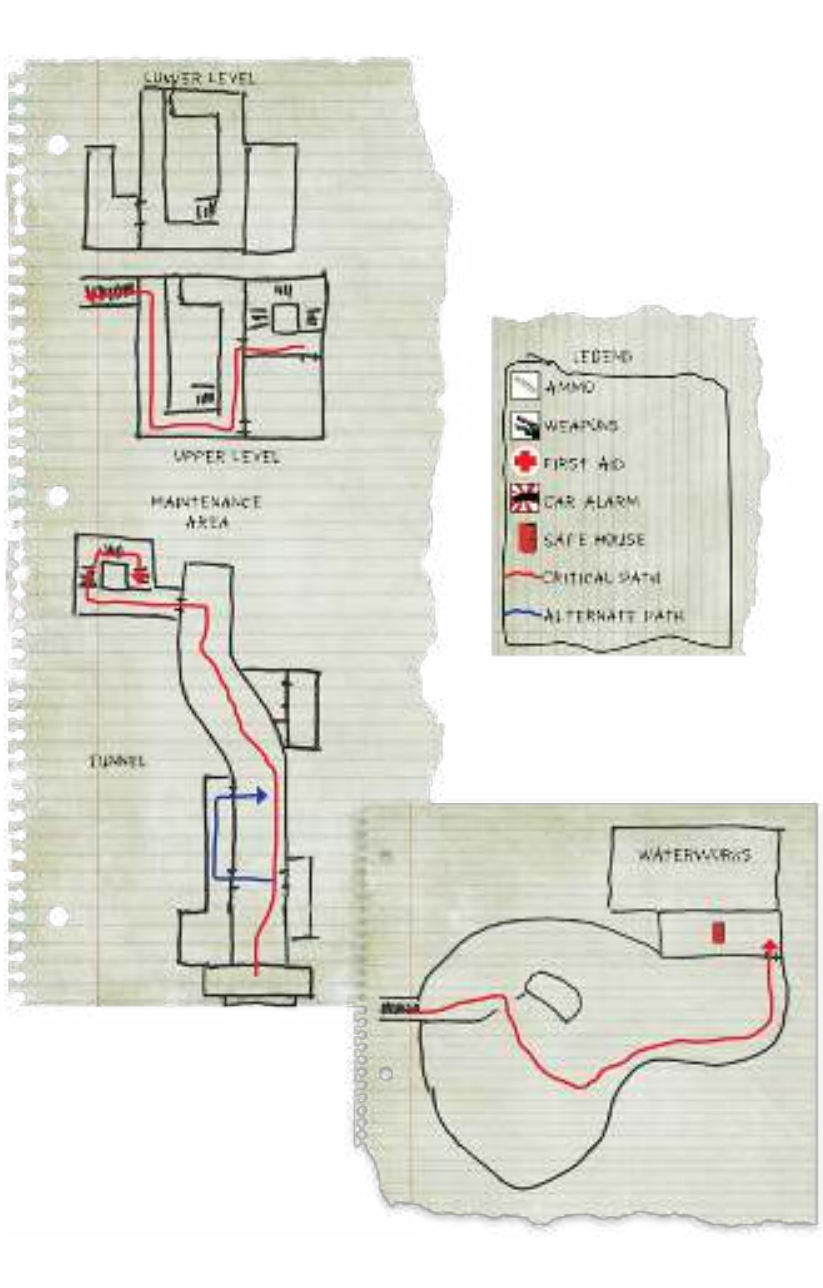
In *Death Toll* , the survivors find themselves stranded on a turnpike, not far from the town of Riverside. Various rumors persist about Riverside but nothing is known for sure. Some say the town is the only safe haven for hundreds of miles.

Others say it's been completely overrun by the infected. The survivors don't have much of a choice. The sun has set and the surrounding woods rustle with sound of approaching infected.

The road ahead is treacherous, to say the least. In addition to navigating the dark tunnel ahead, the survivors must cross miles of zombie-infested territory (above and below ground) before reaching the town.

Even then, there's no promise of rescue. Hopefully the rumors of Riverside's survival are accurate. Either way, it's going to be a very long night…





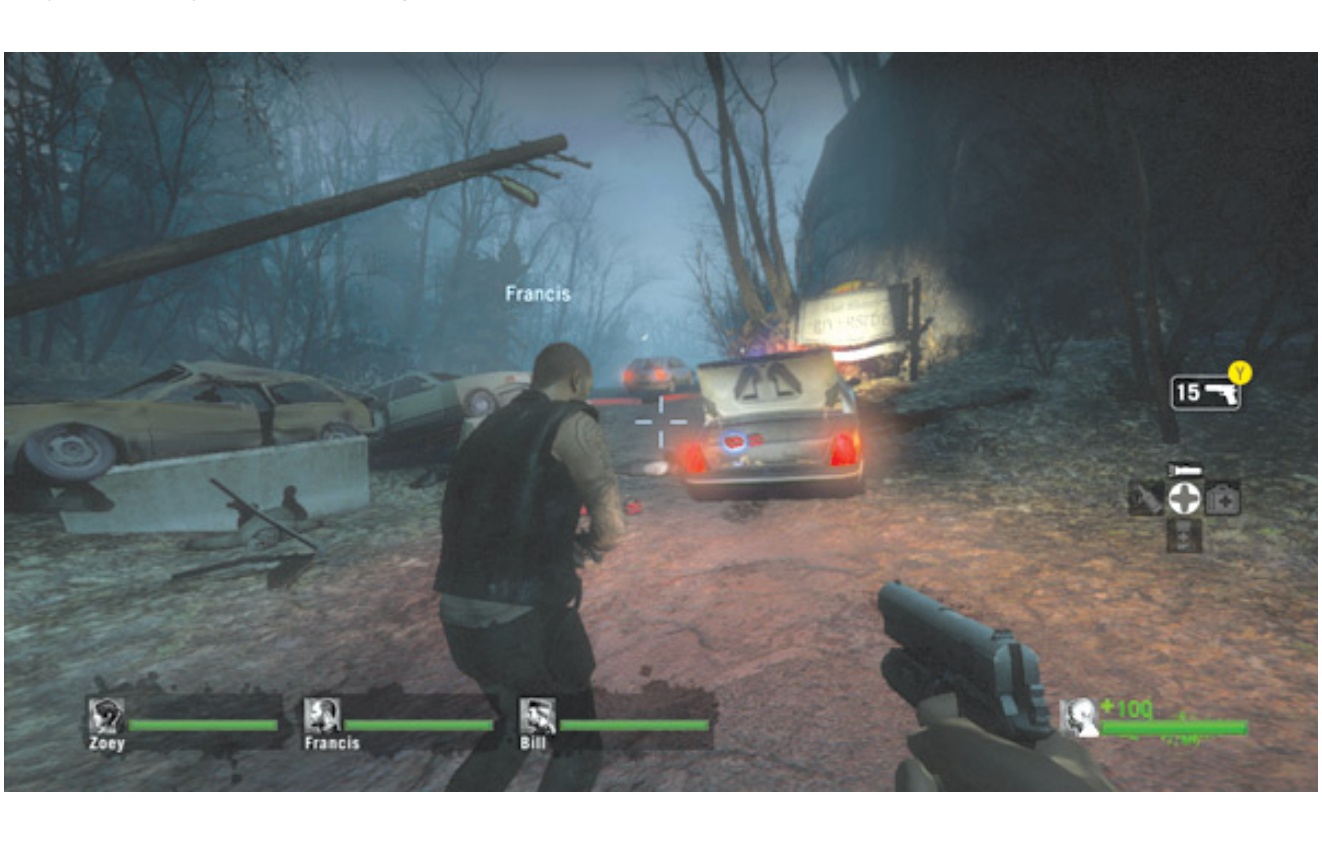
Traffic Jam

Visit Historic
RIVERSIDE

The survivors begin this movie on the road leading to Riverside. Numerous automobiles have been completely abandoned here, many with their headlights still on.

It's unclear where their occupants are—or where they've been dragged to. But this eerie sight is a bad omen for what lies ahead. Even at this early stage, remain vigilant and watch for movement in the trees lining the road.

Early detection is your best defense against a sudden swarm attack.



Before beginning your trek, move to the back of the police car just ahead. The trunk is already opWen and contains first aid kits, ammo, SMGs, and pump shotguns. In the journey ahead, your team will encounter undead threats at various ranges.

So consider equipping two shotguns and two SMGs to maintain a solid balance of firepower. Also, don't underestimate the usefulness of the pistol for taking out small concentrations of infected.

This can help your team conserve ammo.

Note

Versus mode is not available while playing Death Toll, so there are no tips for playing as the infected in this chapter. Instead, the tips and tactics provided are oriented toward survivor co-op play.

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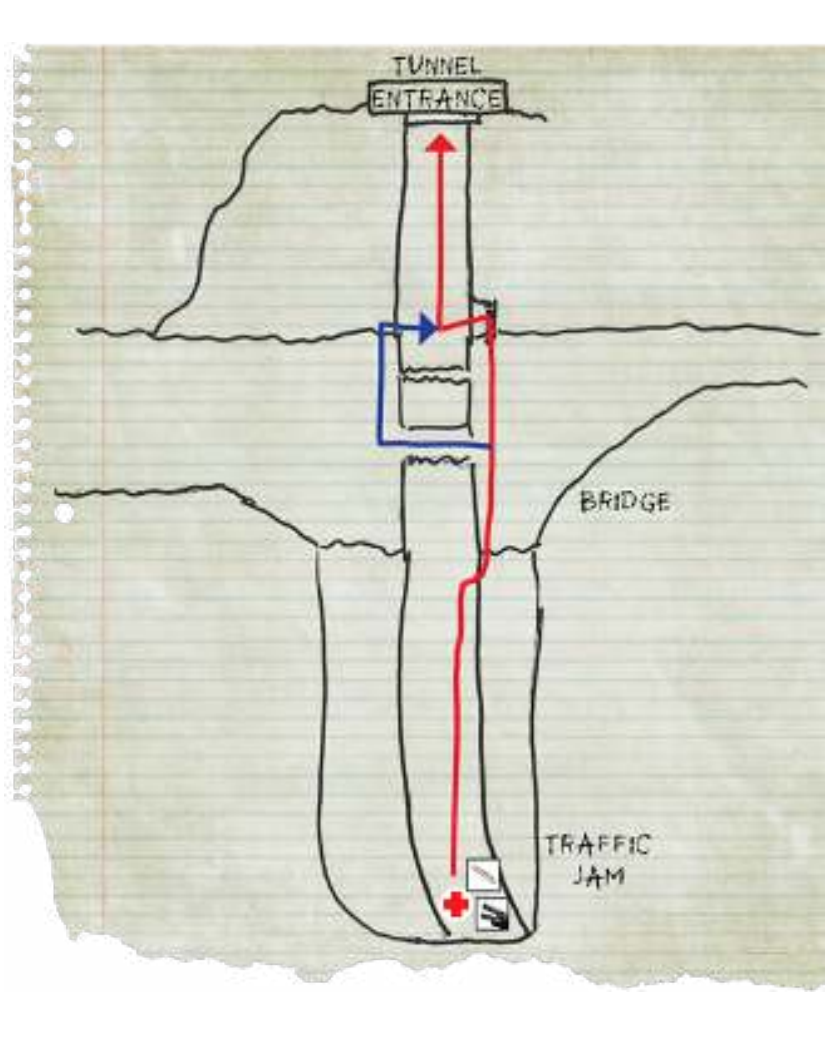
Zoey
Francis
Bill

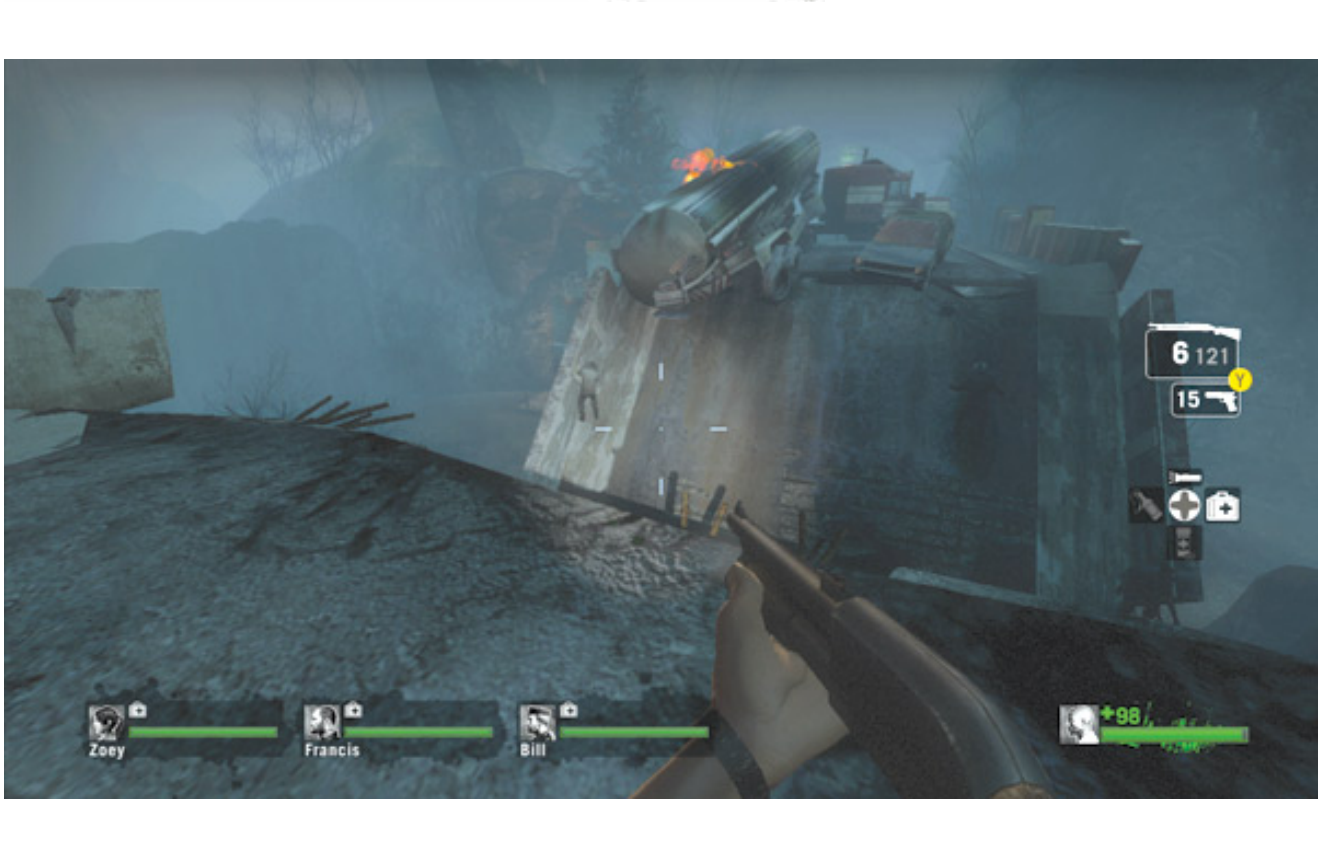
Once your team has grabbed weapons, ammo, and first aid kits from the police car, set out down the road ahead. While advancing, stay near the center of the road with one team member leading.

Traveling down the center of the road gives you more reaction time to target zombies emerging from the trees. The rest of the team members should keep their weapons trained on the woods flanking the road.

Listen for the sound of infected moving through the trees. Call out threats for your teammates to let them know which directions you're being attacked from. Stick together and be ready to take down any Hunters or Smokers attacking from the woods.

Bridge



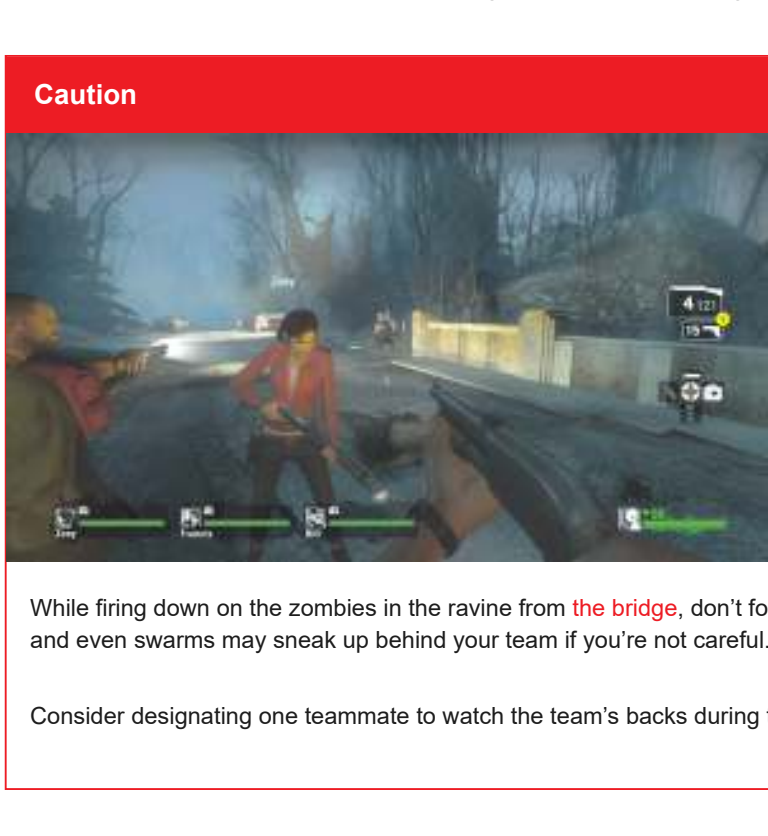


A concrete bridge spanning a ravine has collapsed; your team must find another way across. A trail on the right side of the bridge leads down into the ravine, but before racing down there, spend a few seconds targeting zombies below.

It's much easier to fire down on the zombies in the ravine from this position than it is to greet them face to face. Don't worry about completely sanitizing the area, but try to eliminate large groups to clear a path for your crossing.

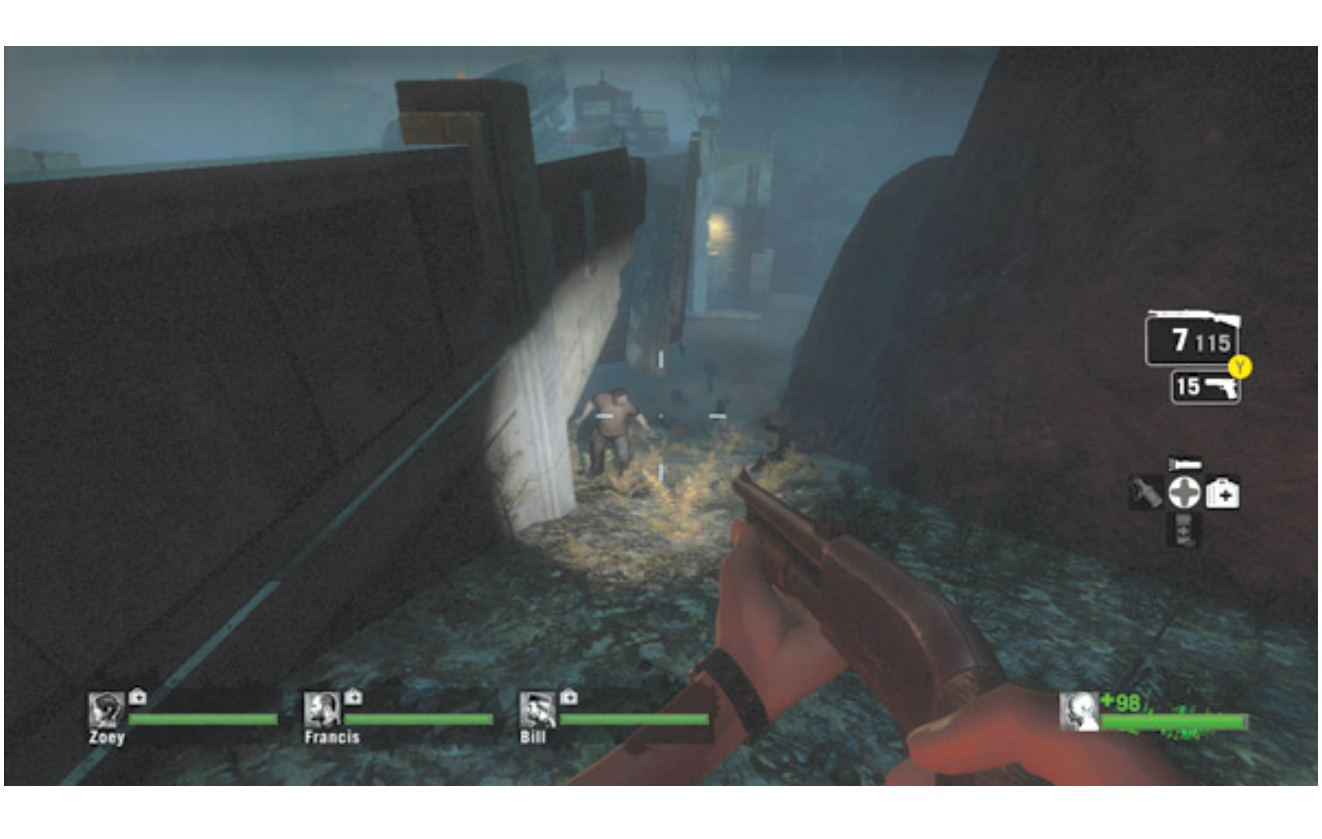
Pistols and SMGs are most effective at blasting zombies from this range.

Caution



While firing down on the zombies in the ravine from the bridge, don't forget to glance back occasionally. Infected bosses and even swarms may sneak up behind your team if you're not careful.

Consider designating one teammate to watch the team's backs during this sequence.

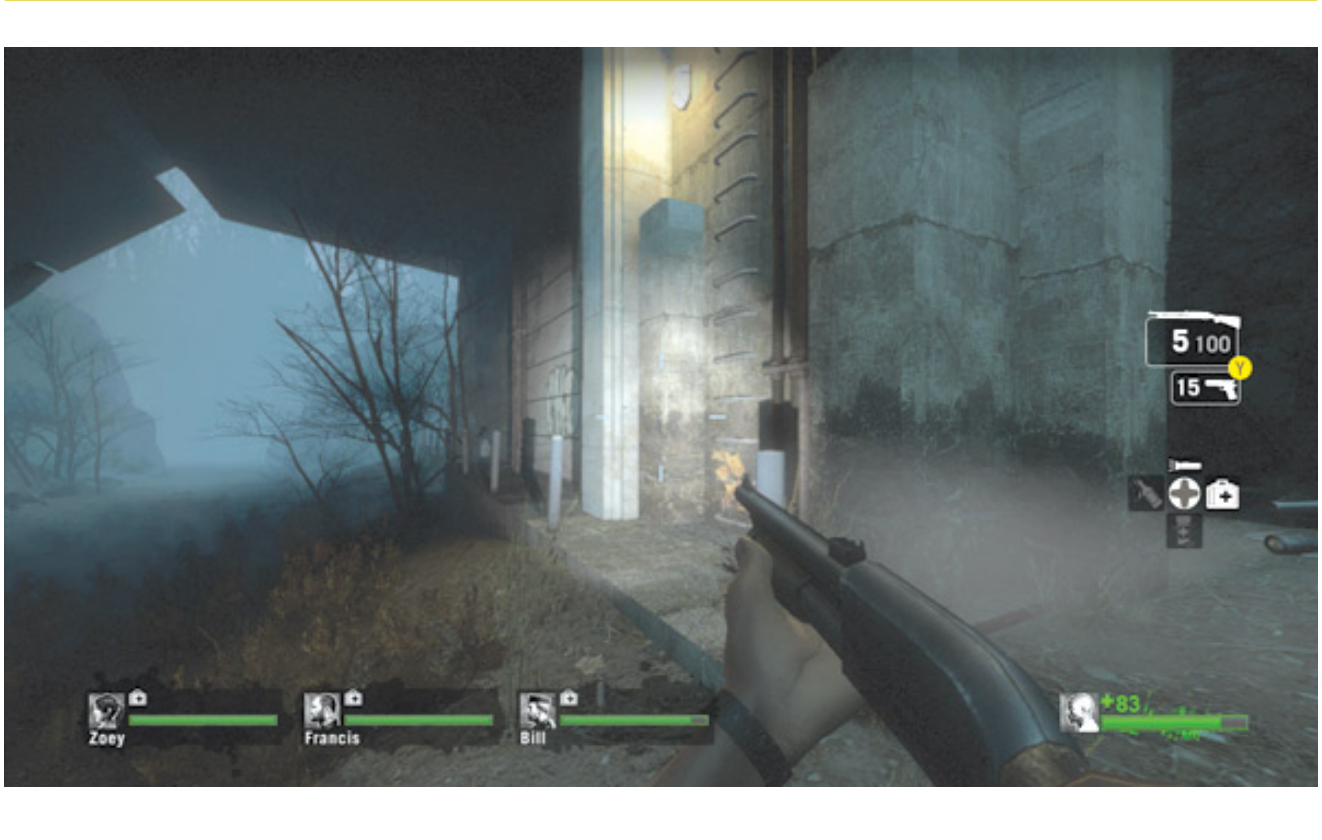


When you're ready to make your move through the ravine, locate this slope on the right side of the bridge and cautiously descend. There may be a large congregation of zombies beneath the collapsed portion of the bridge that you couldn't see from above.

Be ready to open fire on this group with the shotguns and SMGs. If necessary, fight the group off with melee attacks while reloading.

Note

Don't travel down the ravine. Moving in either direction leads to a dead end and only exposes your team to more infected.



Cross the ravine and locate the ladder on the other side—a similar ladder is located on the left side of the bridge. Establish a semicircular defensive zone around the base of this ladder and blast any infected that approach.

Send two teammates up the ladder first to establish a presence on the road above. Once they've reached the top, have the remaining two teammates climb the ladder and join them.

Zoey protected Bill
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Zoey
Francis
Bill
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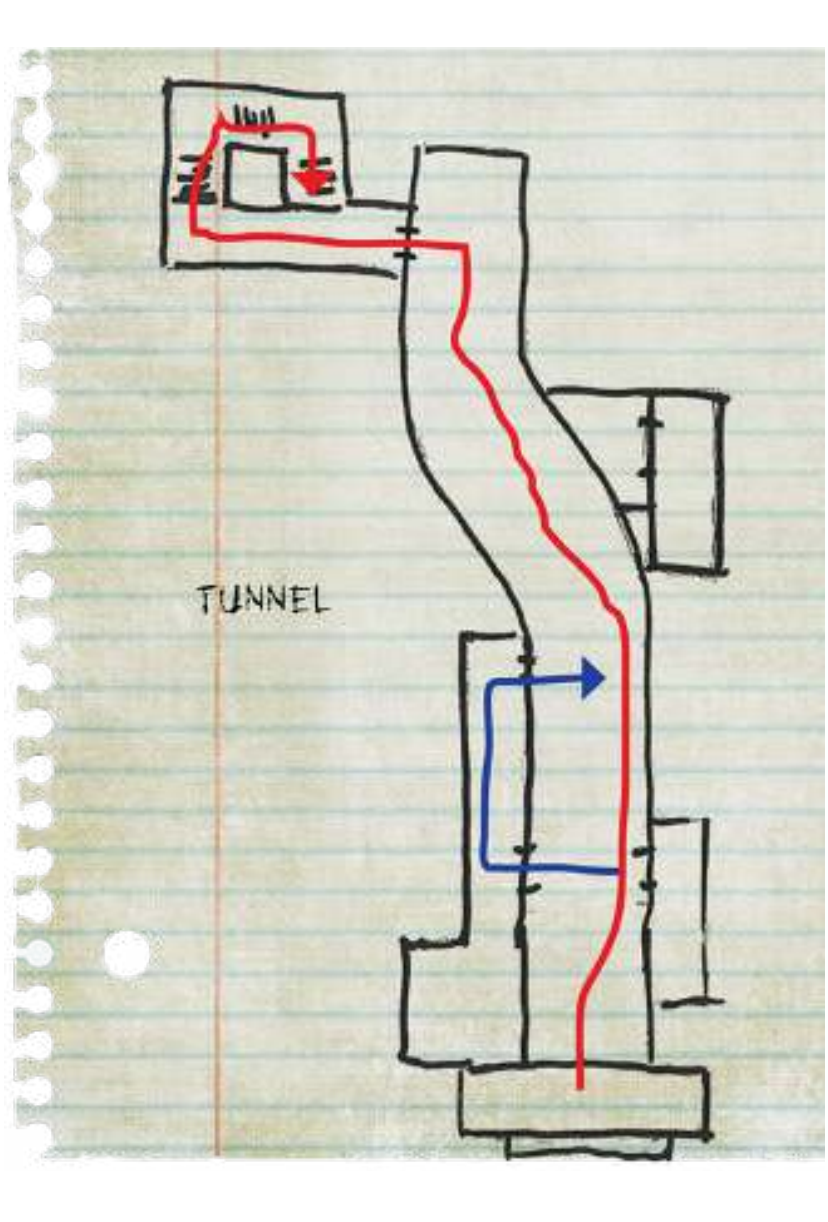
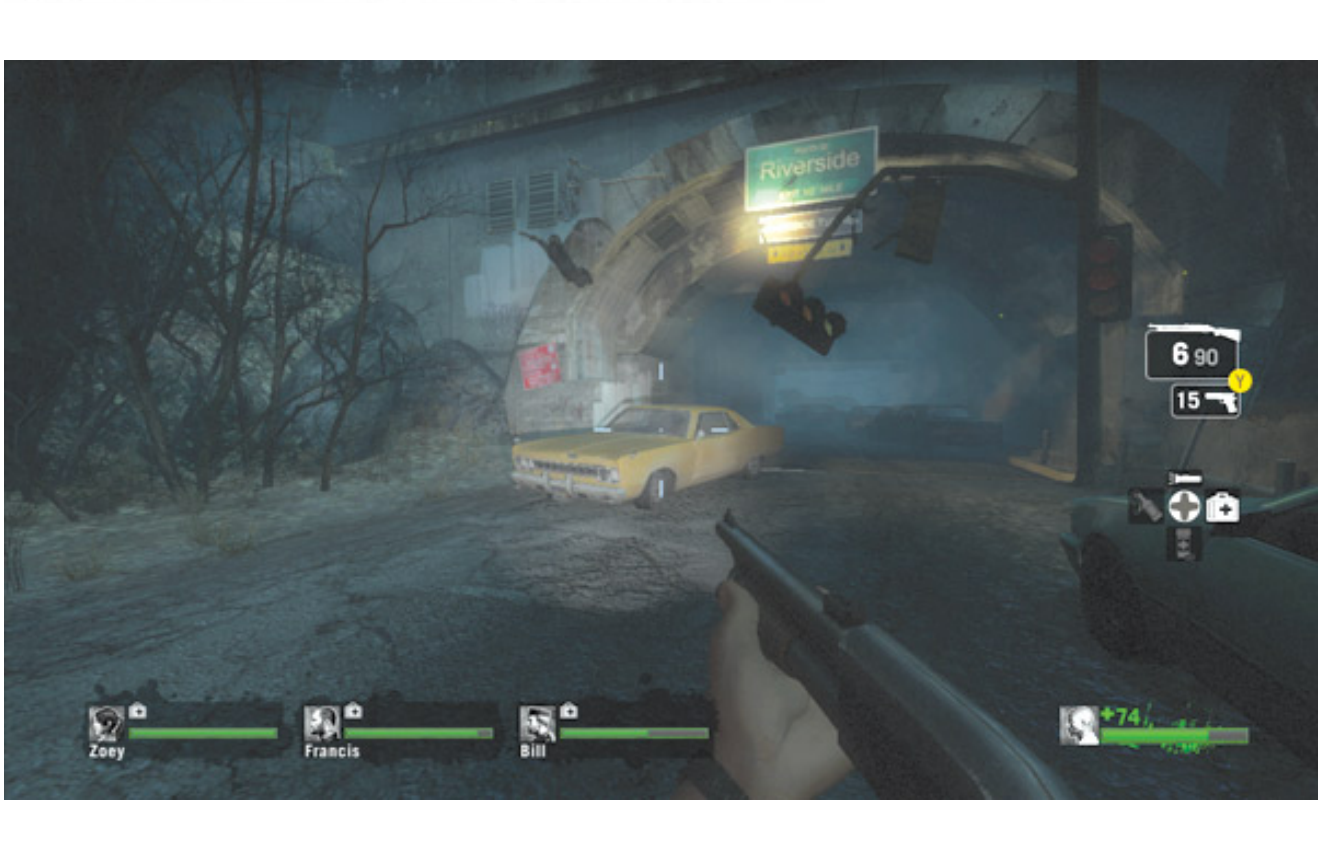
Prepare to engage more infected when you reach the top of the ladder. Attacks can come from any direction, so stay on your toes and stick together. In particular, watch for Hunters and Smokers attacking from the trees.

It's almost impossible to spot these infected bosses until they attack, so be ready to respond if one of your teammates is targeted. Common infected can pose a threat, too.

It's very important to defeat any infected in this area before moving into the nearby tunnel. You don't want any of these zombies following you inside.

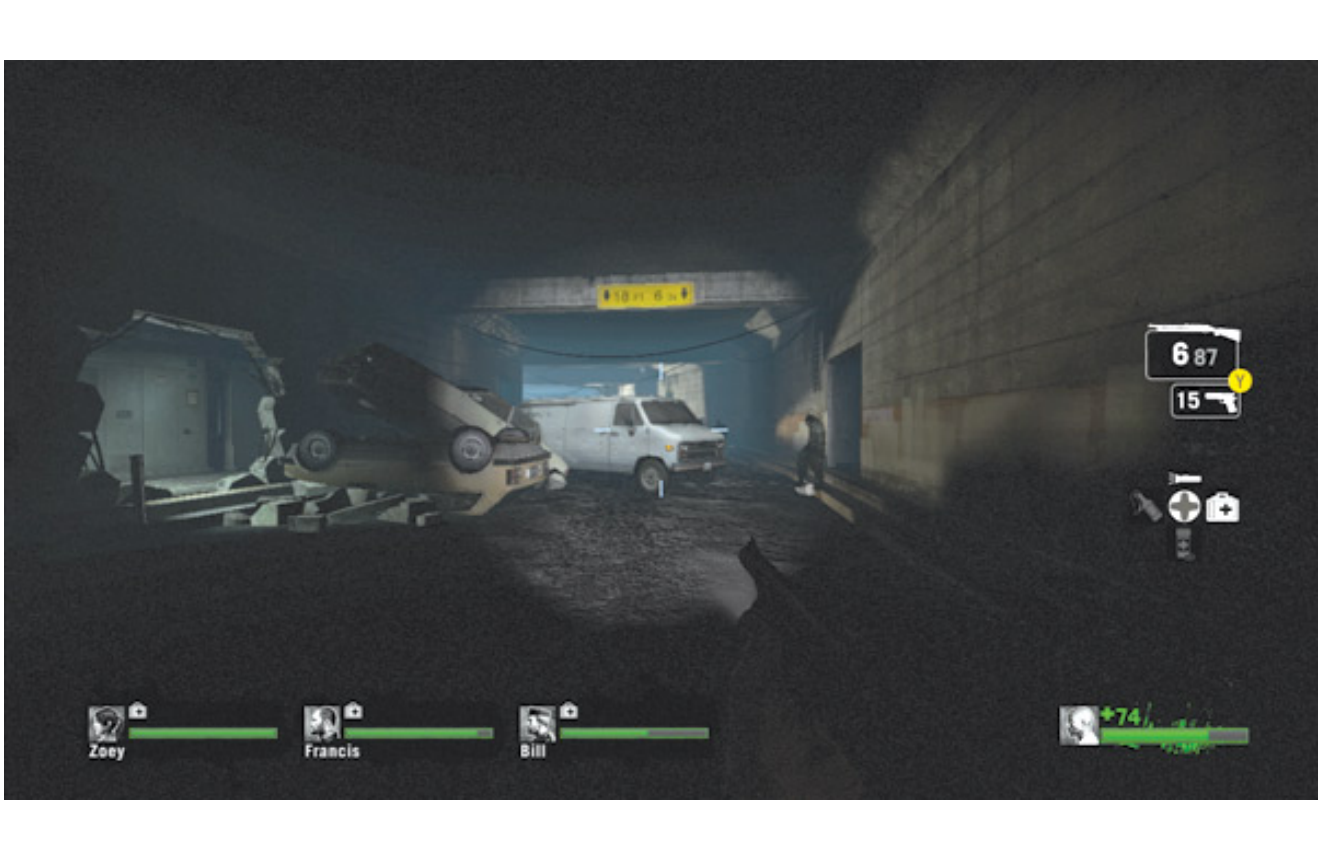
Tunnel





This tunnel is just beyond the bridge. It's not the most ideal passage, but you must pass through here to reach the level's safe house. Hold outside the tunnel for a few seconds and try to draw any infected outside.

It's much easier to take them out at long range than it is to shove your way through their putrid flesh while pushing through the tunnel.



Like the road outside, the tunnel is filled with abandoned cars, providing perfect hiding spots for the infected.

Carefully sweep the tunnel, clearing every blind corner. When you spot this white van, consider moving through the maintenance passage on the left side of the tunnel.

Usually, several common infected loiter on the other side of the van, just waiting for you to step into view.

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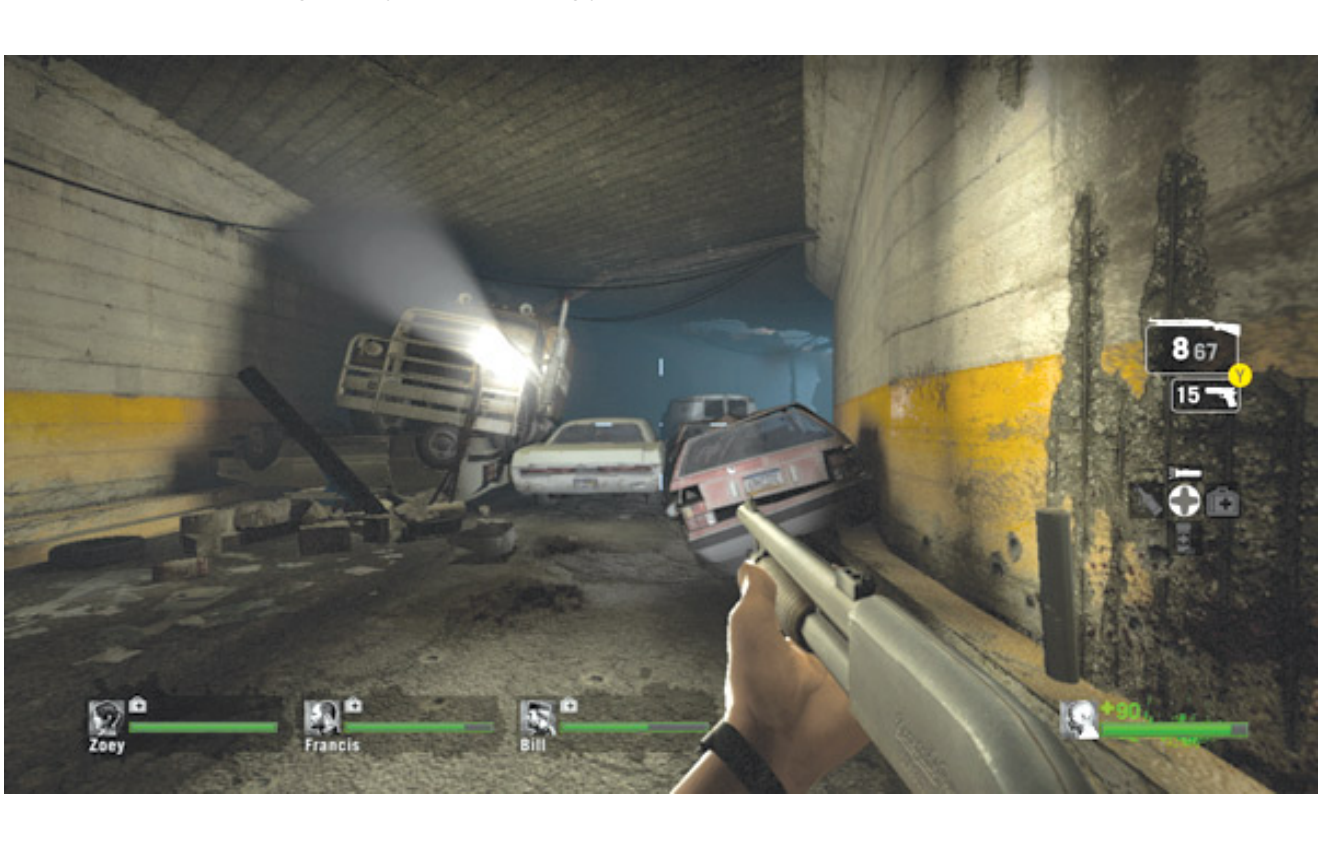
Zoey
Francis
+64

Enter the maintenance passage to bypass the potential zombie ambush just beyond the white van. But this passage is usually filled with common infected too. Expect a rush of infected, especially as you near the maintenance passage's exit.

Any zombies hanging out by the van will run in your direction. But your team's SMGs and pump shotguns should make quick work of these hostiles.

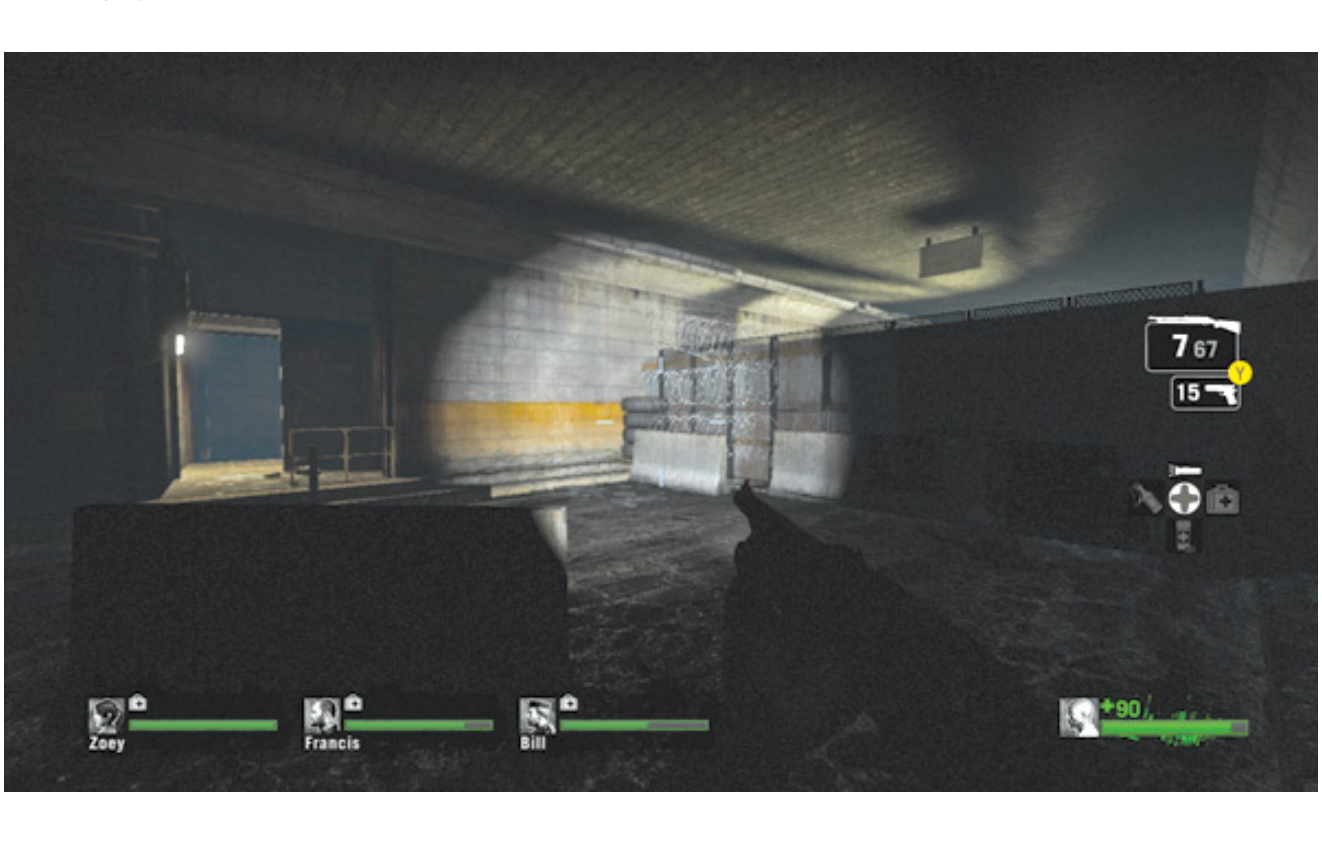
Just stay together and avoid shooting each other. If the zombies move to close range, rely on melee strikes to keep them pushed back. This is also a good way to avoid shooting your teammates.



This logjam of crashed vehicles farther down the tunnel can seriously hamper your team's progress. This isn't a good place to get stuck, so jump onto these cars and get past this obstruction as quickly as possible. Keep your team together during this transition.

It's easy to get separated here, with some teammates on one side of the barricade and the rest of the team on the other side. So don't move over these vehicles until everyone is with you.

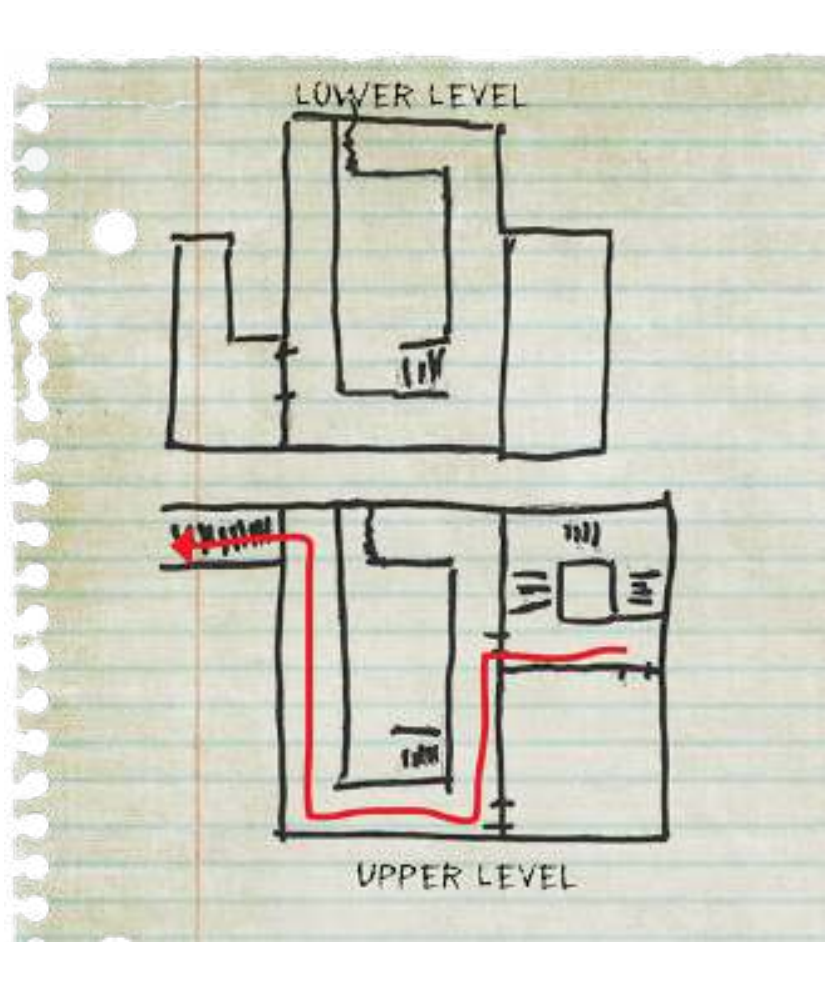
If a swarm attack occurs while you're making this transition, stand on top of the vehicles and finish off the rushing zombies from a slightly elevated position.



A large concrete barricade adorned with barbed wire blocks the tunnel ahead. It looks like the local authorities had the right idea, so there might still be some hope of finding more survivors in Riverside.

In the meantime, locate the doorway on the left side of the tunnel; it leads into a maintenance area, which is now the only way to exit the tunnel.

Maintenance Area

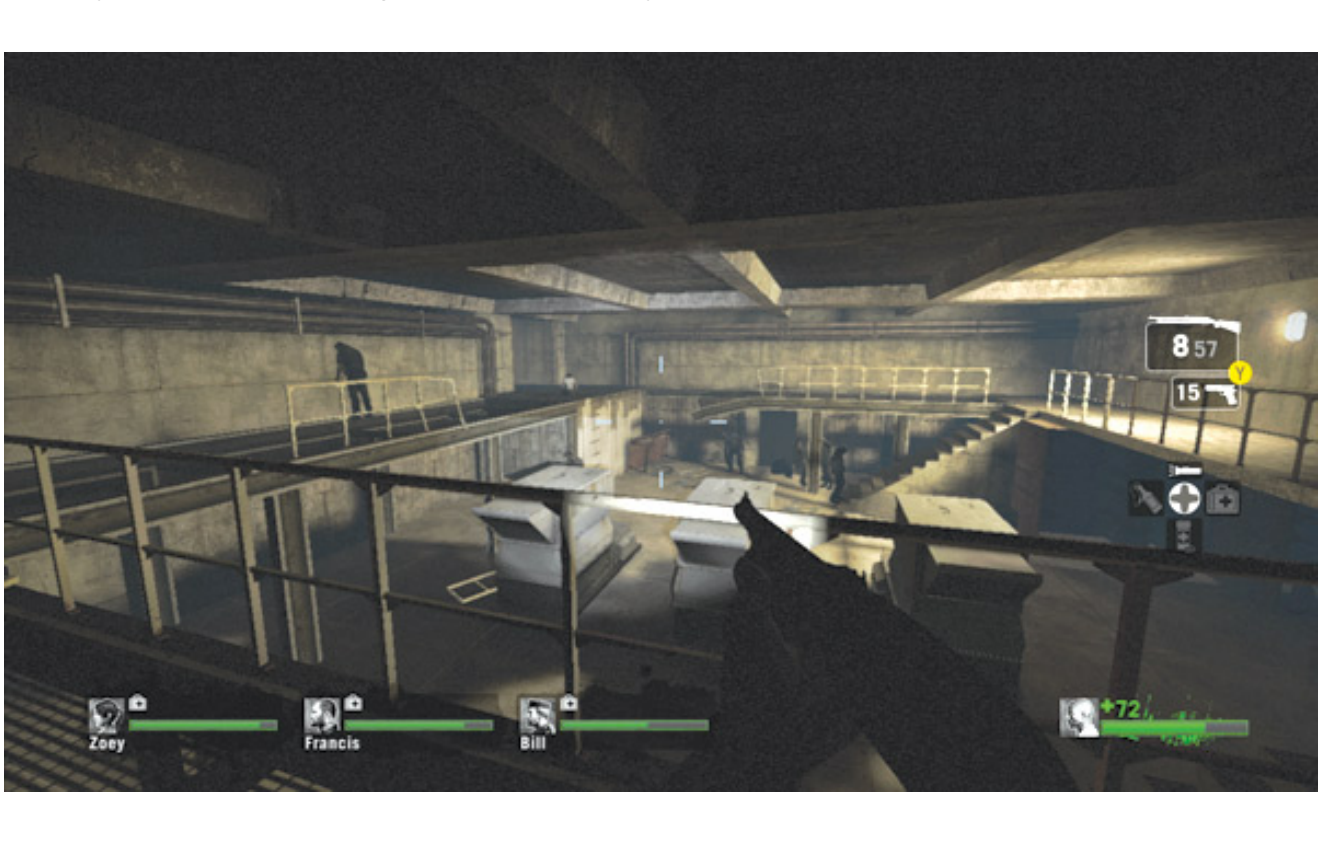


Bill killed Smoker
5 66
15
Zoey
Francis
Bill
+86

Enter the doorway off the tunnel, but beware of infected in the adjoining stairwell. This is a perfect ambush point frequented by Boomers.

If one manages to vomit on you or explode close to you or a teammate, you'll be faced with a swarm attack in this confined space. If this occurs, locate the direction of the incoming swarm and open fire as enemies rush into view.

The shotgun is ideal for cutting through large groups of zombies in tight quarters. In any case, advance through this stairwell as quickly as possible to avoid falling victim to more attacks by the infected.



The stairwell leads down to this large room with a lower level, usually occupied by a few common infected.

Don't descend to the lower level, and avoid firing on the zombies below. Instead, stay on the upper-level walkway on the room's perimeter and move toward the passage on the opposite side.

If you move through this area quietly you can sometimes avoid agitating the common infected on the lower level. But if they see or hear you, they will climb to the upper level and attack.

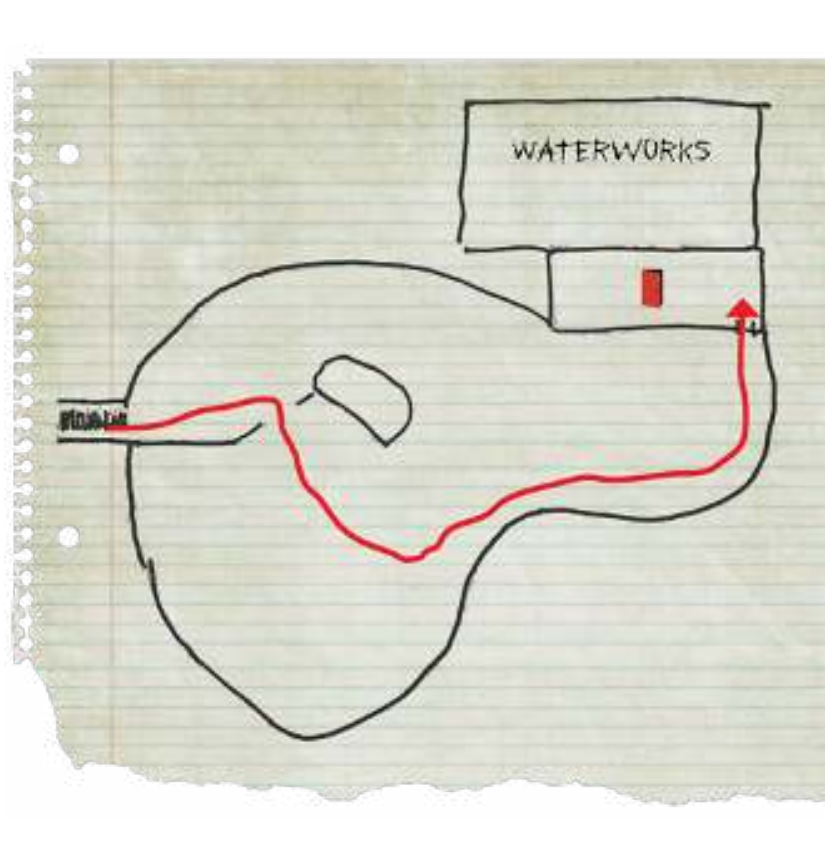
Be prepared for such assaults and try to eliminate the hostiles before they reach the upper-level walkway. Smokers and Hunters may also attack in this room, so keep moving and quickly respond if teammates are targeted.

5 57
15
Zoey
Francis
Bill
+72

Infected bosses like this Boomer may attempt to slow down your team as it approaches the stairs on the far side of the room. Exercise restraint and avoid shooting these gaseous, bile-filled balloons at close range.

Instead, strike with melee attacks to push them back before shooting. Instigating a swarm attack in this room can be dangerous; one of your teammates could fall to the lower level, and it might be difficult to offer support.

Waterworks Safe House



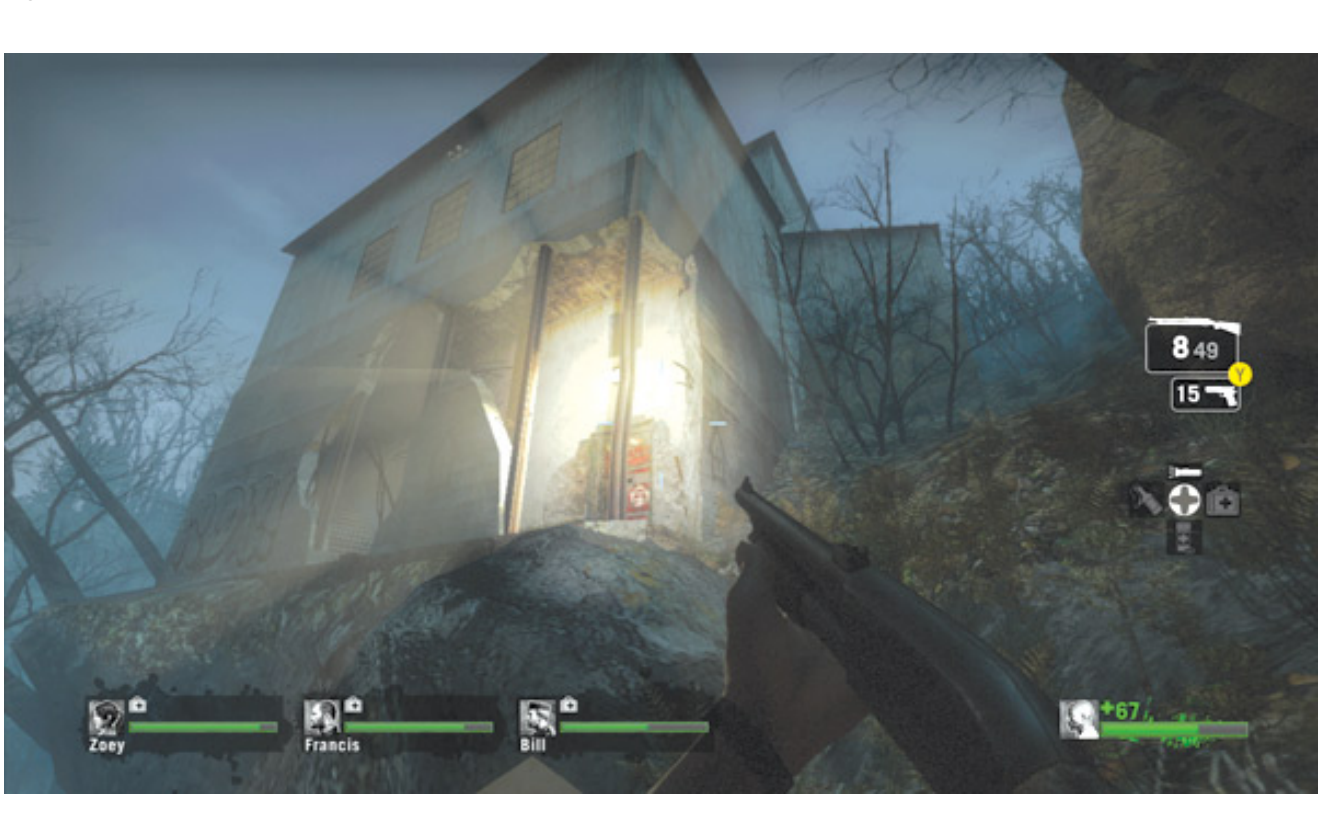
Bill
Zoey
Francis
8 49
15
Zoey
Francis
Bill
+67

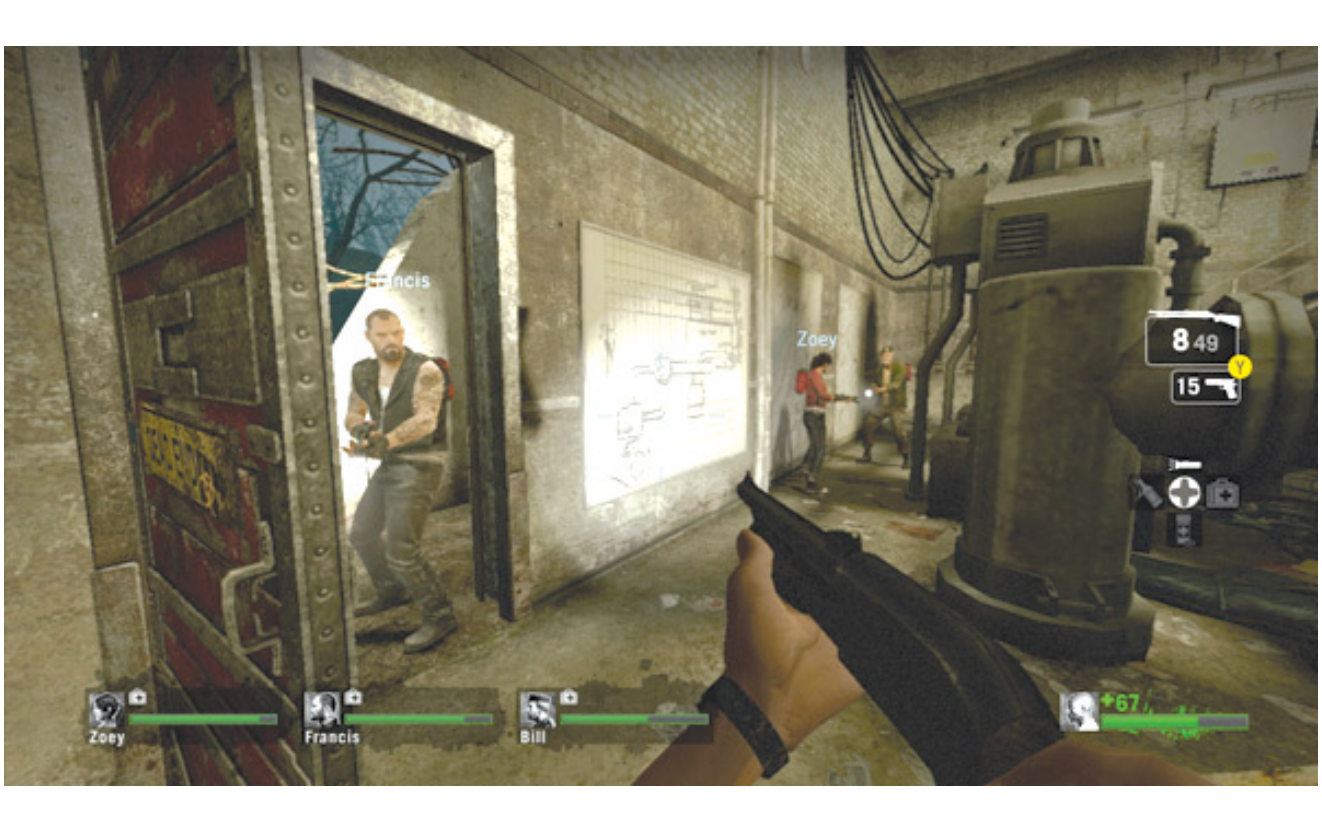
The short set of stairs in the maintenance room leads outside—the level's safe house is just up the hill.

Even if you can't see any infected outside, move out of the concrete passage quickly, as more infected are likely to spawn behind your team, inside the maintenance area.

Be prepared for the possibility of Smokers and Hunters attacking your team from the rear or among the trees lining this path. Don't let the safe house's proximity lure you into moving ahead of your team.

Stay in contact and call out if anyone is in trouble. You might have to backtrack a few times before everyone is moving together.



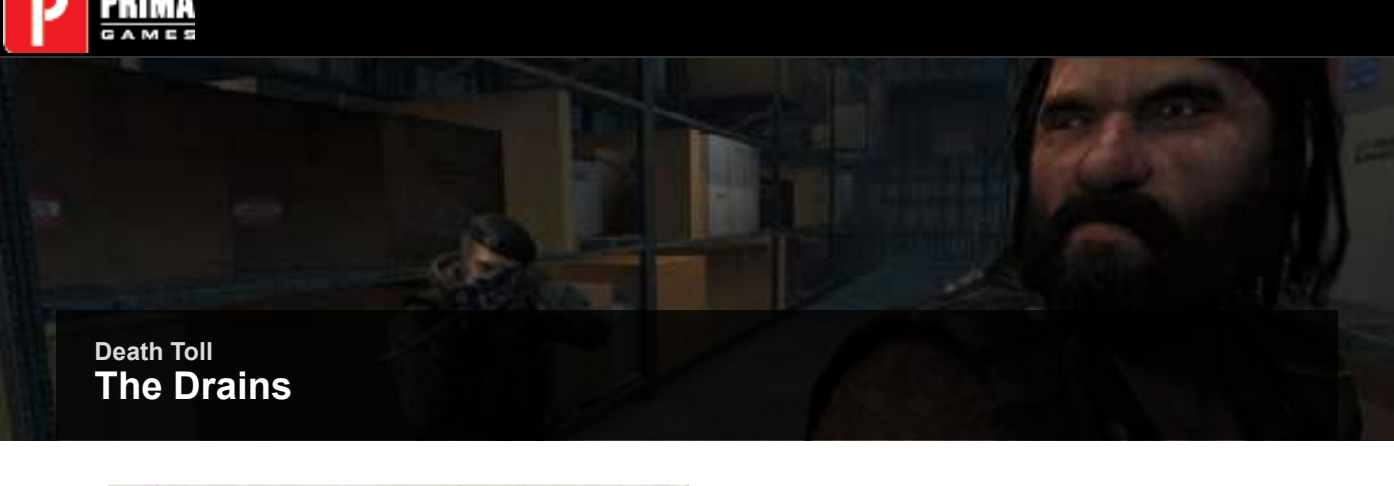


Keep moving up the path until you can see this old waterworks building on the hill above. The red steel door in the bottom corner indicates that it's a safe house.

Rush up the path and throw the door open. Hold near the doorway and wait for the rest of your teammates to get inside, then slam the door shut to complete the level.

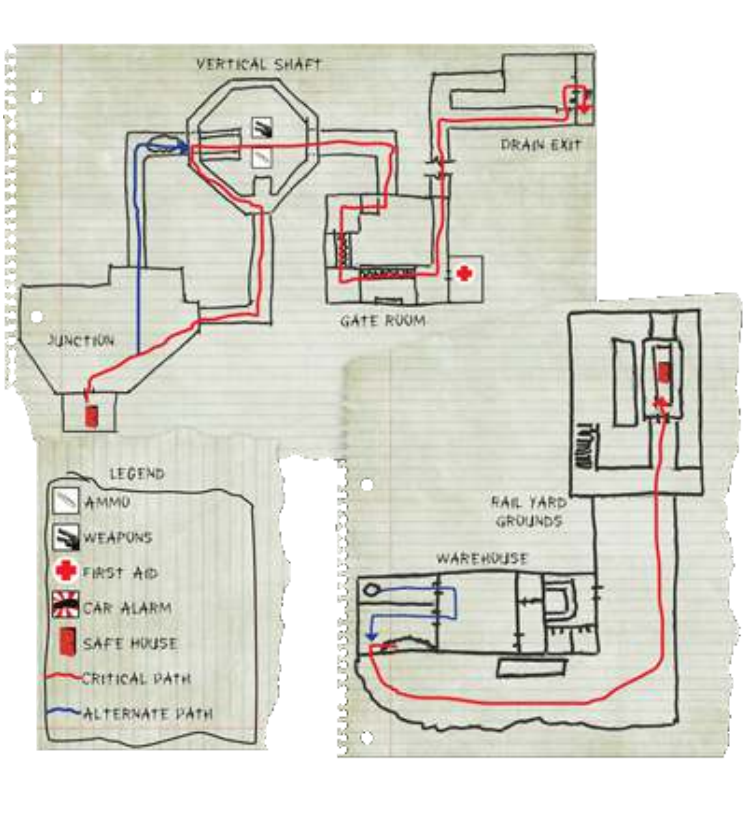
Note

Don't bother climbing the exterior stairs near the safe house door. They lead to a dead end. Exploring this space can waste valuable time, giving the infected more time to attack your team and potentially overrun the safe house.

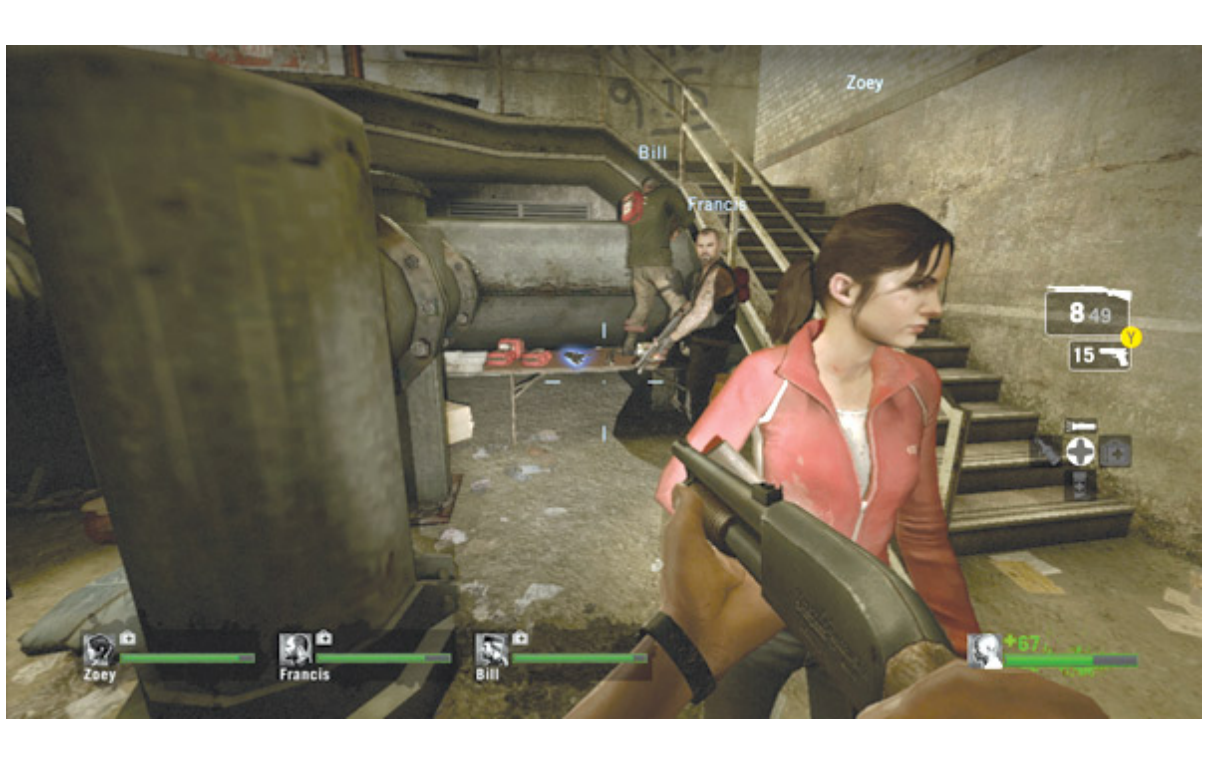


Death Toll

The Drains



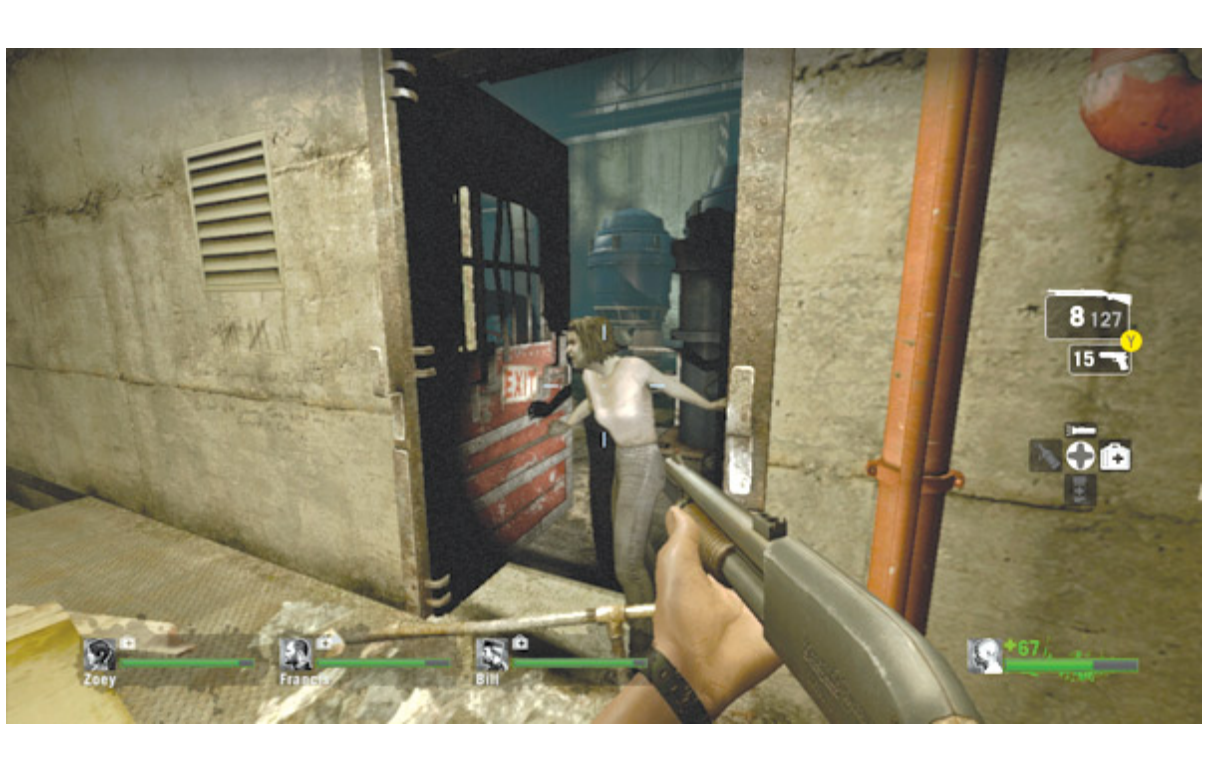
Safe House



This safe house is part of the waterworks facility, which explains the presence of the large pipes and other industrial equipment. But don't get distracted by the decor. Near the steps on the right is a table holding first aid kits, ammo, pump shotguns, and SMGs.

Use the first aid kits to heal any injured teammates. Otherwise, save them for later. Also, make sure your team has a good mix of weapons.

Shotguns are great for clearing out the areas ahead, but you'll also need the range and rate of fire offered by the SMGs. So split the load-out evenly by taking two SMGs and two pump shotguns.

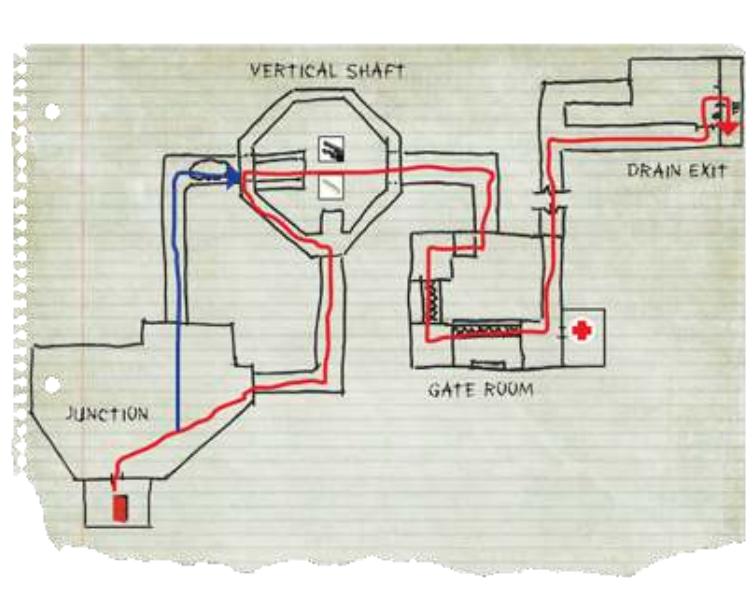


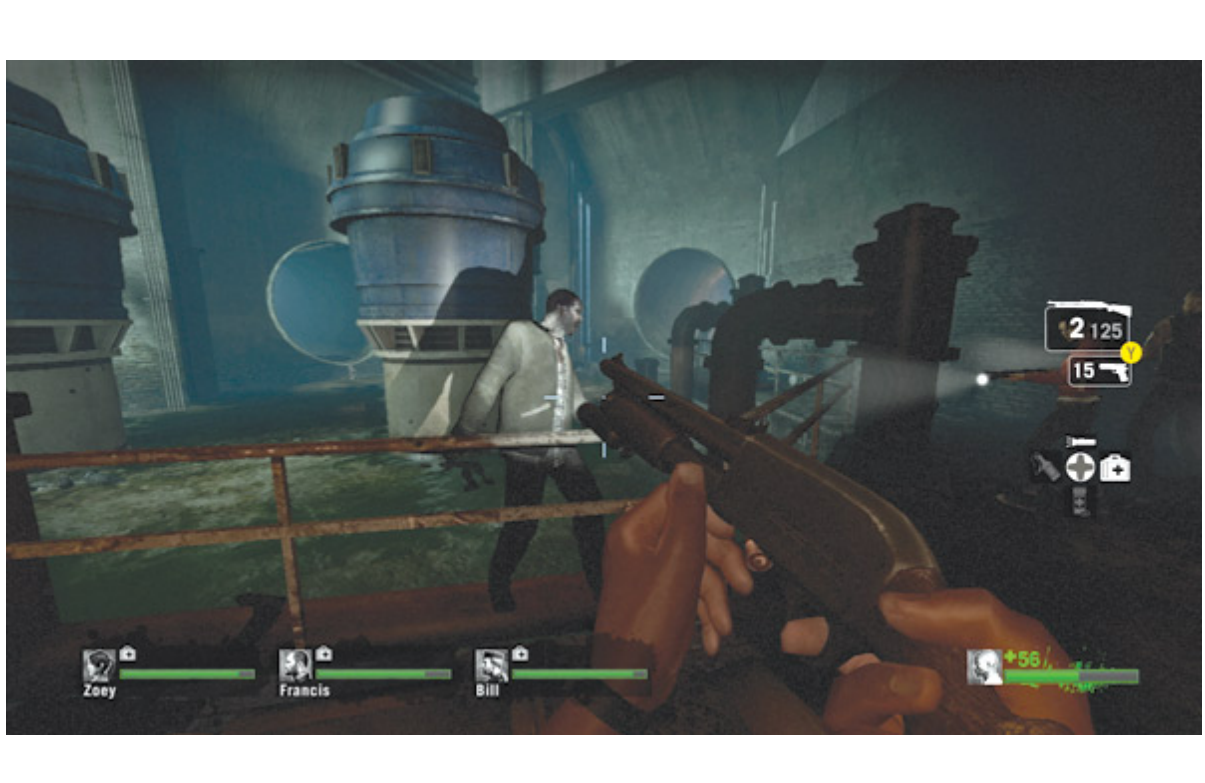
When you're properly outfitted, climb one of the sets of steps flanking the room and move toward the red steel door. Before opening it, engage any visible infected through the bars.

The room on the other side is very large and filled with common infected. If you simply throw the door open, they could rush inside the safe house before your team has a chance to exit.

So clear out any zombies gathered near the door. Even when you open the door, a few more infected may try to rush inside, so be ready to stop them with a shotgun aimed at the exit.

Junction



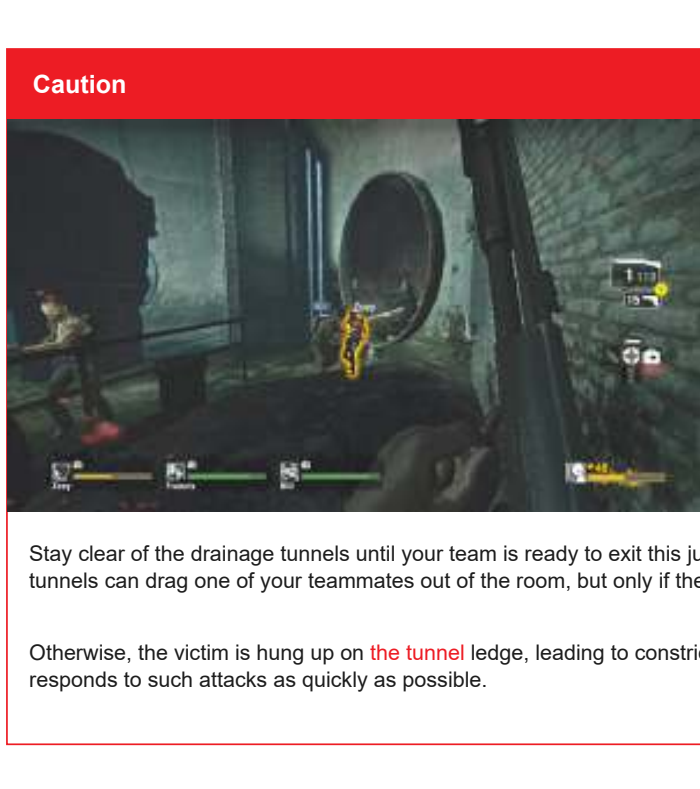


This large chamber outside the safe house is likely filled with common infected, so be ready to open fire as soon as you enter. Hold at the safe house exit and form a semicircular line in front of it.

Now your team can cover the room in all directions, and everyone has a clean angle on the approaching infected. This is a good way to clear the area in front of the door, but more infected lurk behind the large pieces of equipment and near the two massive drainage tunnels.

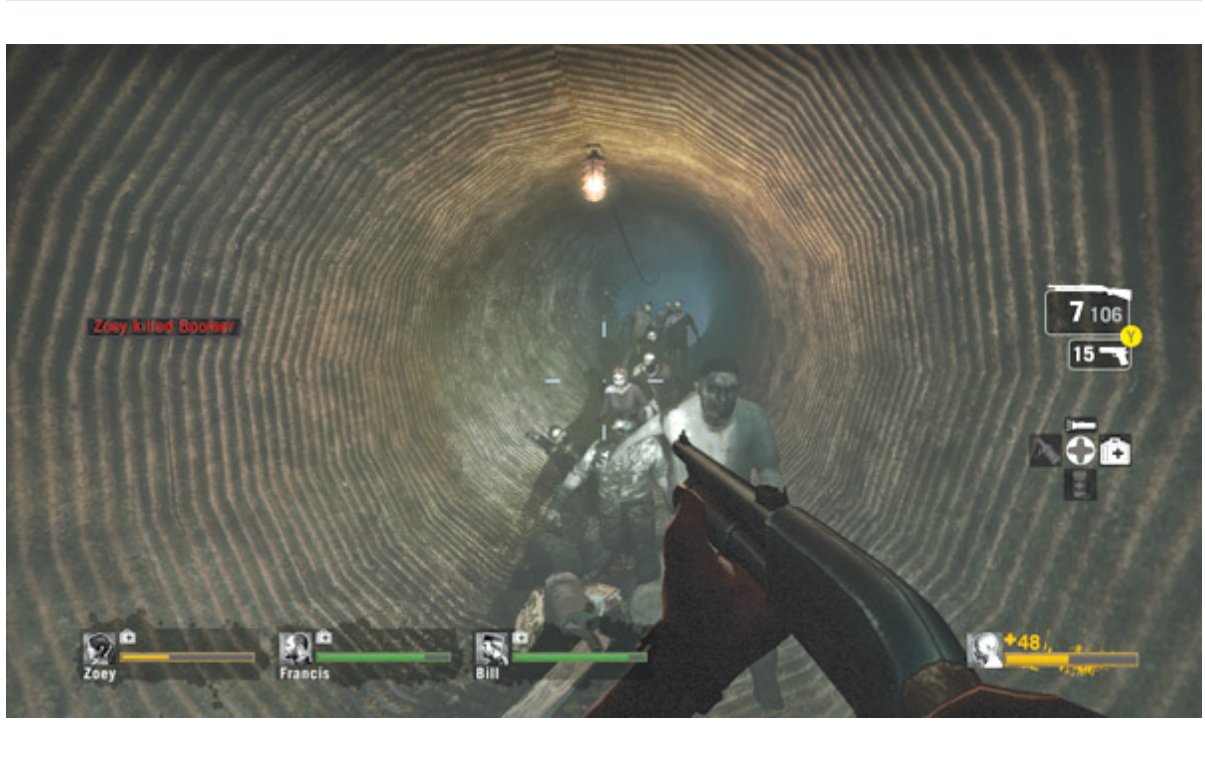
So be prepared to move out, but stick together. Although this is a single room, it's very large and it's easy to get separated, giving Hunters and Smokers the chance to strike and inflict serious injury on stragglers.

Caution



Stay clear of the drainage tunnels until your team is ready to exit this junction room. A Smoker positioned in one of these tunnels can drag one of your teammates out of the room, but only if the targeted teammate is standing in the tunnel.

Otherwise, the victim is hung up on the tunnel ledge, leading to constriction damage. In any case, make sure your team responds to such attacks as quickly as possible.



Don't linger in the junction room too long. Endless supplies of infected continually enter from one of two drainage tunnels. Wasting time in here only depletes ammo and health, so form up and prepare to move through one of the tunnels.

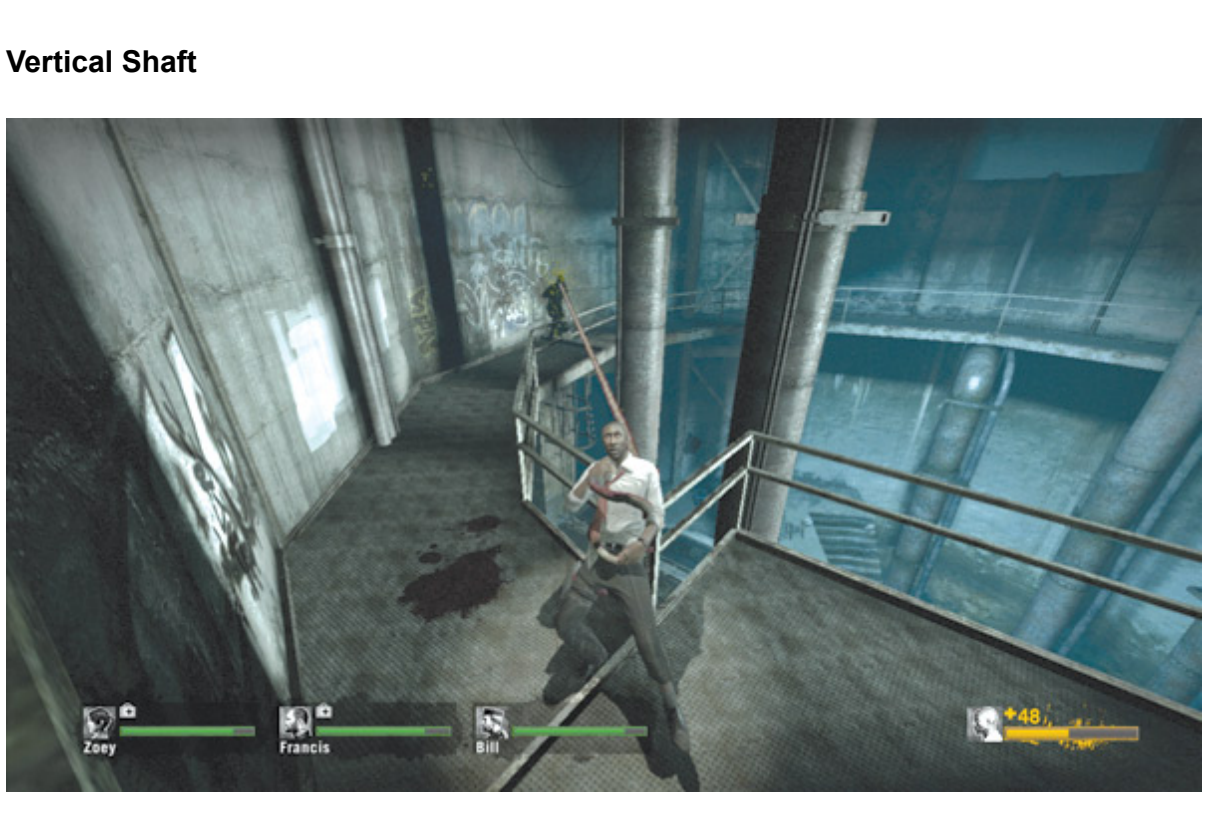
Both lead to the vertical shaft, so it doesn't matter which path is chosen. But the tunnel to the right of the safe house is the safest and closest route. Just make sure your team sticks together.

While moving through the tunnel, watch out for Boomers. They can pose a serious threat in this confined passage, especially if any of your teammates get splashed with bile.

Confronting swarms of infected in this tunnel isn't too challenging, but make sure everyone in the team has a clear angle on the stampede to avoid friendly fire incidents.

If leading the team down the tunnel, crouch so those behind you can fire over your shoulder.

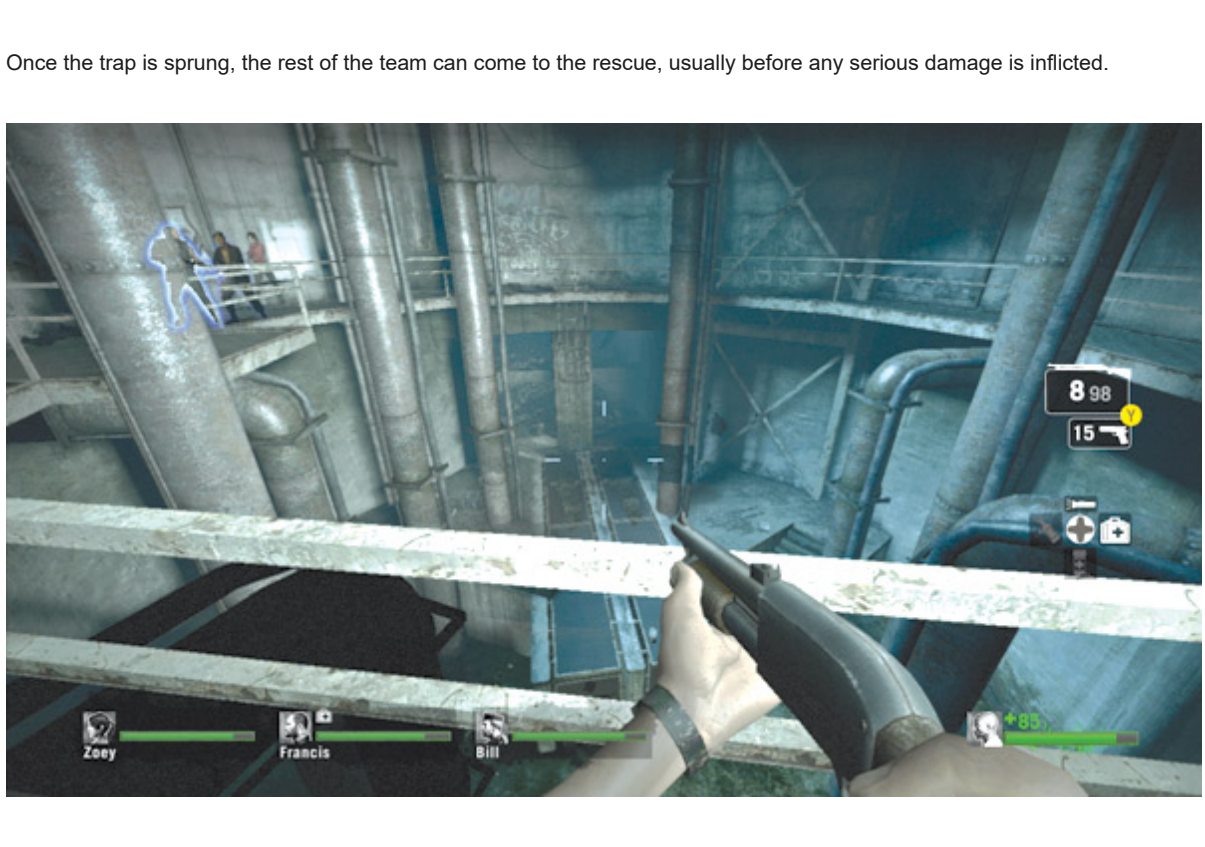
Vertical Shaft



Both tunnels exit into this large vertical shaft ringed by a narrow catwalk. However, be careful when exiting the tunnel. Infected bosses may be waiting for you here, hoping to flank your team as it exits.

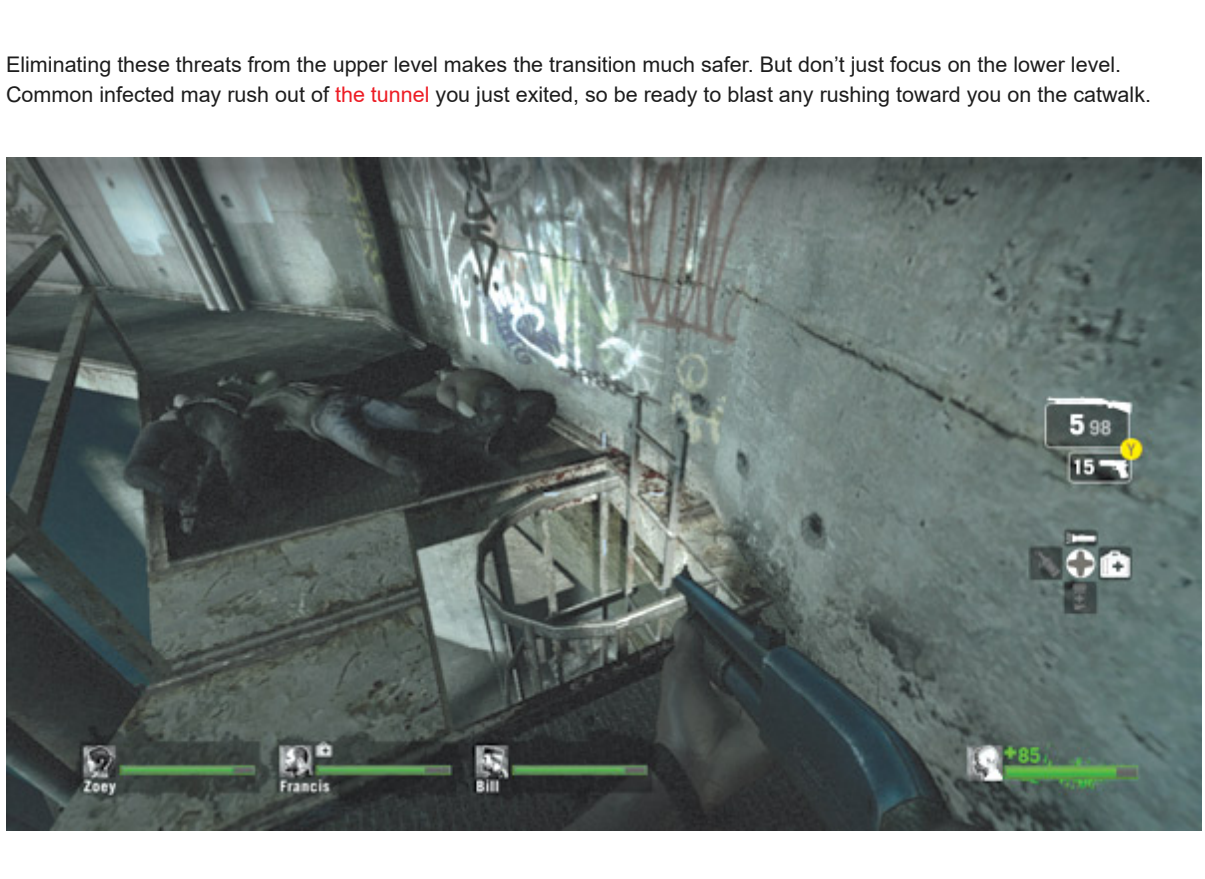
Such attacks are tough to prevent, but if you stick together, they're easily dealt with. Consider having the healthiest teammate exit the tunnel first as a decoy.

Once the trap is sprung, the rest of the team can come to the rescue, usually before any serious damage is inflicted.



Circle around the catwalk and scour the area below for infected. Don't let the lure of ammo and weapon upgrades below make you rush to the lower level. Instead, keep your eyes peeled for infected bosses (like Hunters) lurking below.

Eliminating these threats from the upper level makes the transition much safer. But don't just focus on the lower level. Common infected may rush out of the tunnel you just exited, so be ready to blast any rushing toward you on the catwalk.

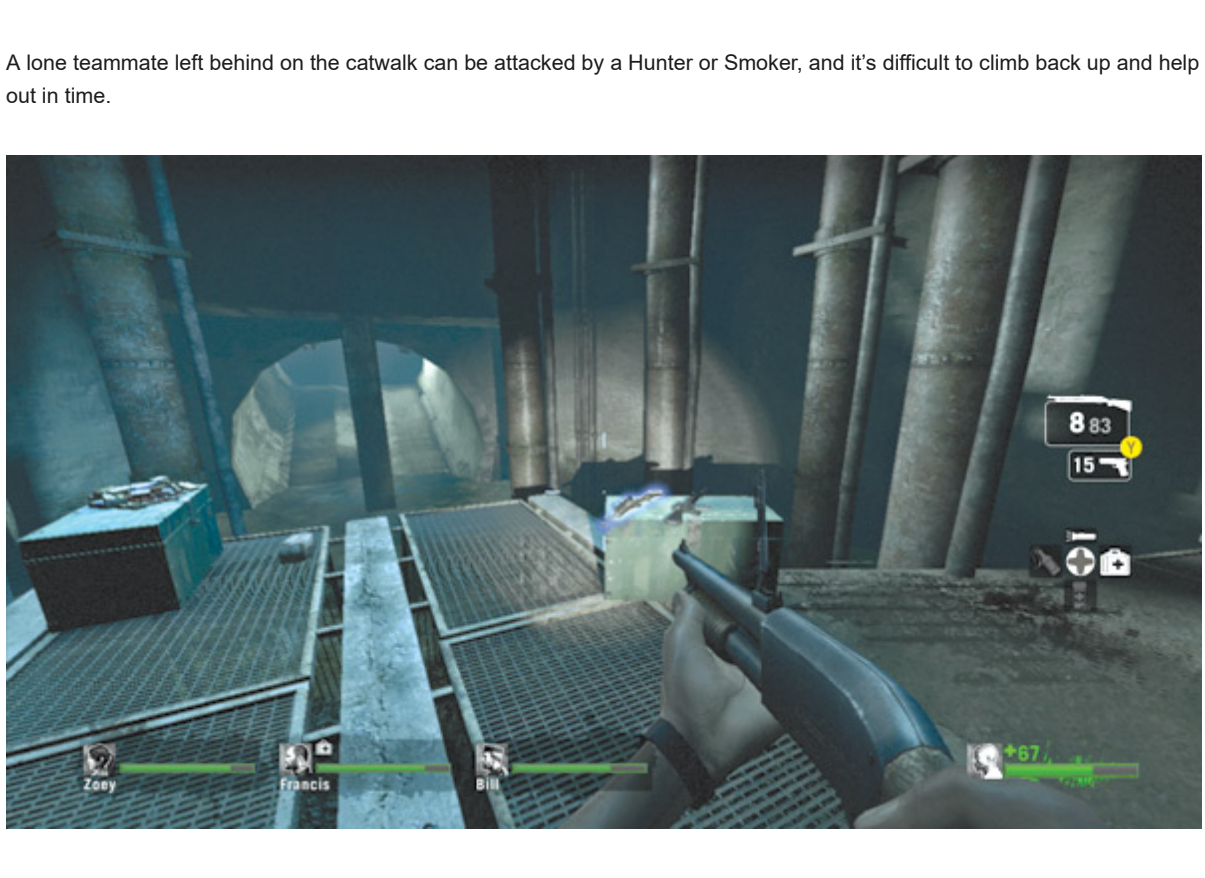


While circling the catwalk, look for this ladder on the outside wall. But don't rush to it and begin your descent. Instead, look down the ladder and blast any infected climbing it. Common infected and bosses alike can climb ladders like this, so be ready for anything.

If a Boomer is climbing the ladder, make sure it's a safe distance away before blasting it. Otherwise you'll have to confront a swarm attack.

When the ladder and the area below are clear, quickly transition to the bottom of the shaft. Make sure all your teammates descend the ladder at approximately the same time.

A lone teammate left behind on the catwalk can be attacked by a Hunter or Smoker, and it's difficult to climb back up and help out in time.



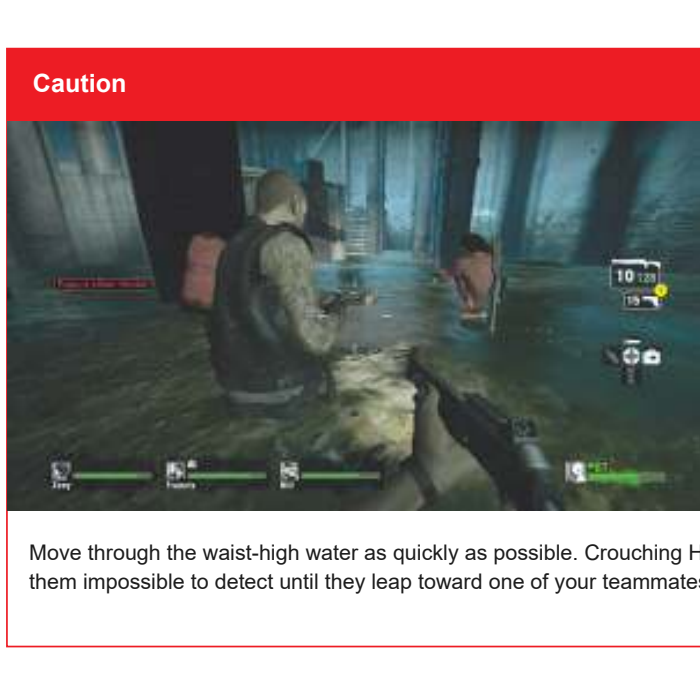
After climbing down the ladder, quickly survey the surrounding area, then locate the ammo and weapon upgrades resting on the two green crates.

All of the weapon upgrades are useful here, so consider going with one auto shotgun, two assault rifles, and one sniper rifle. This mix of weaponry gives your team a good balance of range, rate of fire, and stopping power.

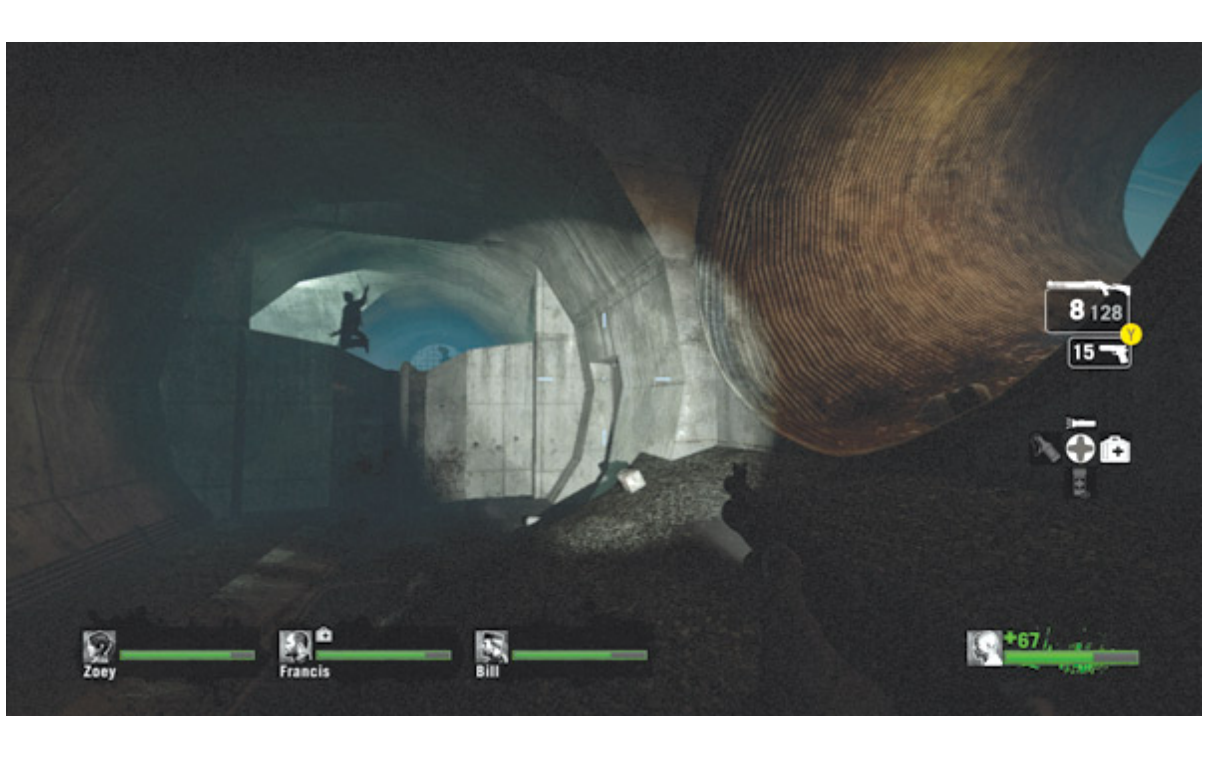
If anyone in your team is injured, this is also a good location to heal. Just make sure at least two teammates stand watch at all times.

When everyone is ready to move out, descend the nearby steps and enter the concrete tunnel just ahead.

Caution



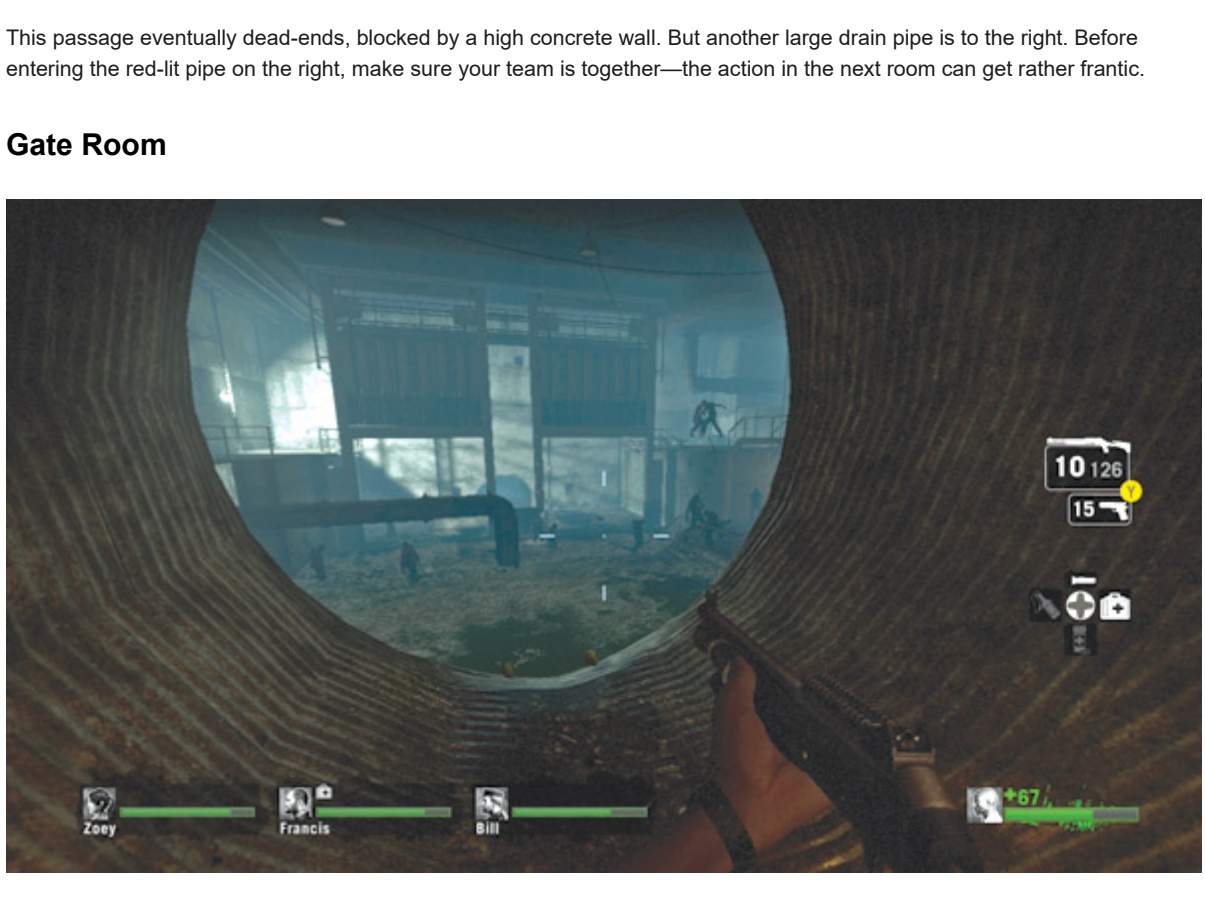
Move through the waist-high water as quickly as possible. Crouching Hunters can lurk just beneath the surface, making them impossible to detect until they leap toward one of your teammates.



Expect to encounter a few common infected in the concrete tunnel. Blast them while rushing forward, ascending the shallow slope.

This passage eventually dead-ends, blocked by a high concrete wall. But another large drain pipe is to the right. Before entering the red-lit pipe on the right, make sure your team is together—the action in the next room can get rather frantic.

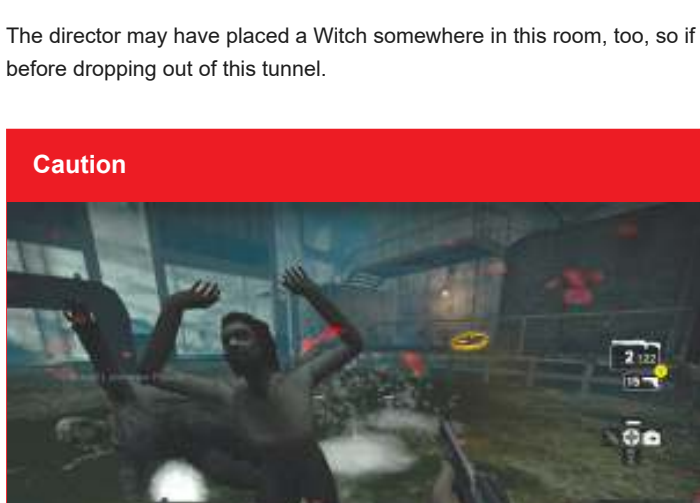
Gate Room



Cautiously approach the end of this tunnel. Quickly scan the room ahead for Smokers and other infected bosses. A Smoker may attempt to drag one of your teammates down into the water, so watch for incoming tongue attacks and immediately target their source.

The director may have placed a Witch somewhere in this room, too, so if you hear her wailing, try to uncover her location before dropping out of this tunnel.

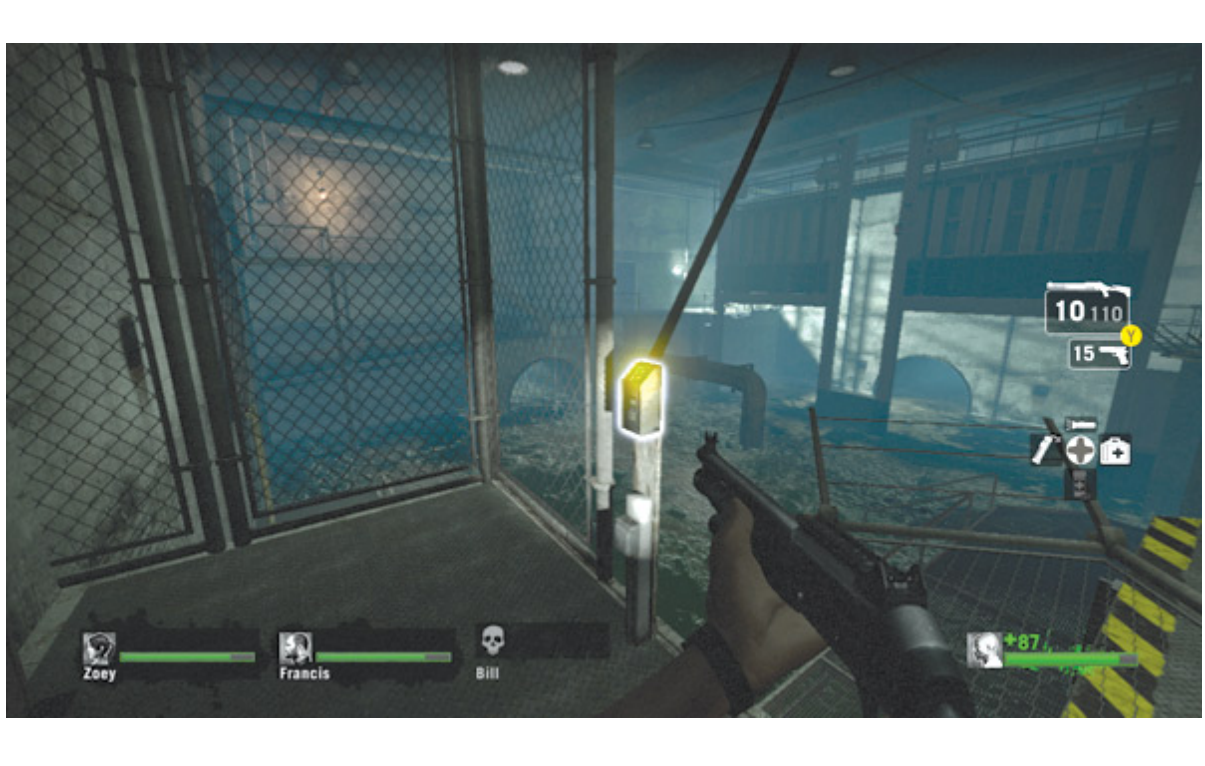
Caution



Combined attacks by infected bosses can split your team up in this large room. If this occurs, prioritize the threats and respond accordingly. If someone has startled a Witch, eliminating the Witch should be at the top of your list.

Attacks by Hunters and Smokers should be dealt with next, followed by the elimination of the common infected.

If you find yourself in the water, blast any nearby threats, then climb the steps near the tunnel entrance to rejoin your team on the walkway.



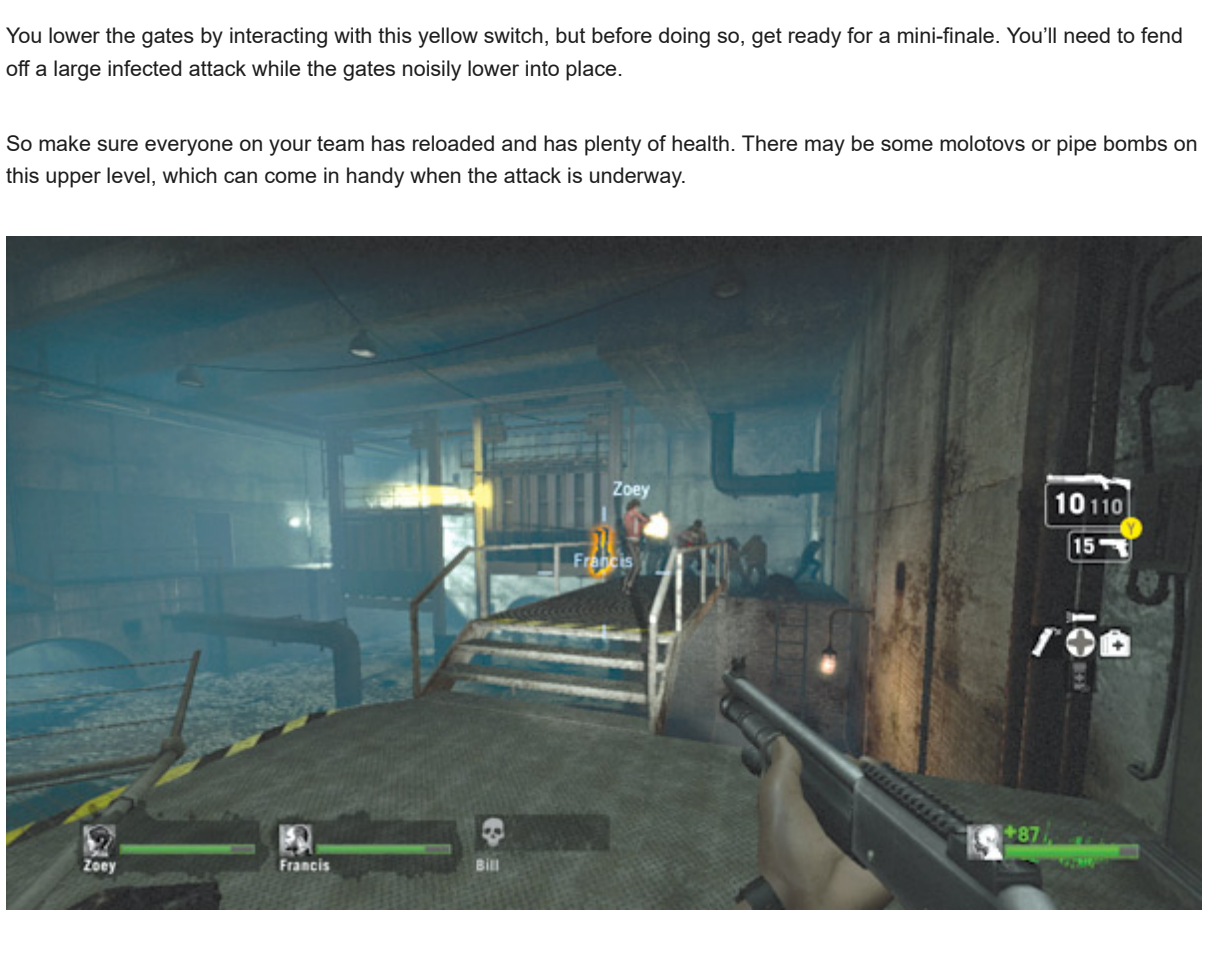
From the tunnel, follow the narrow catwalk to the right side of the room. Here a ladder leads to an upper level. The exit is on the opposite side of the room, but it's currently inaccessible.

To reach it you must lower the gates in the center of the room, used to control the flow of water through the drainage system.

This will in turn lower the catwalk above the gates, allowing your team to reach the opposite side of the room and the exit.

You lower the gates by interacting with this yellow switch, but before doing so, get ready for a mini-finale. You'll need to fend off a large infected attack while the gates noisily lower into place.

So make sure everyone on your team has reloaded and has plenty of health. There may be some molotovs or pipe bombs on this upper level, which can come in handy when the attack is underway.

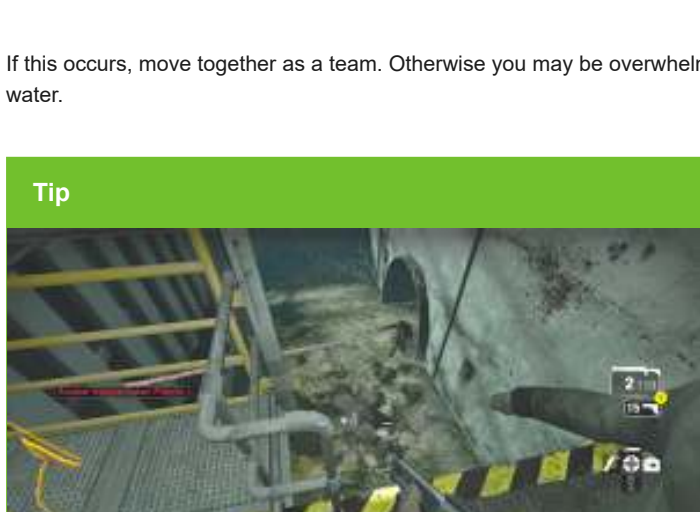


As the gates begin to lower, do your best to keep your team on this upper level, near the switch. Most of the infected attack from the lower level, climbing ladders to reach your team. But some attack through a hole in the wall near the gates.

By focusing attention on these critical points, you can control the upper level and avoid getting split up. But attacks by a Smoker may require dropping to the lower level to rescue a teammate.

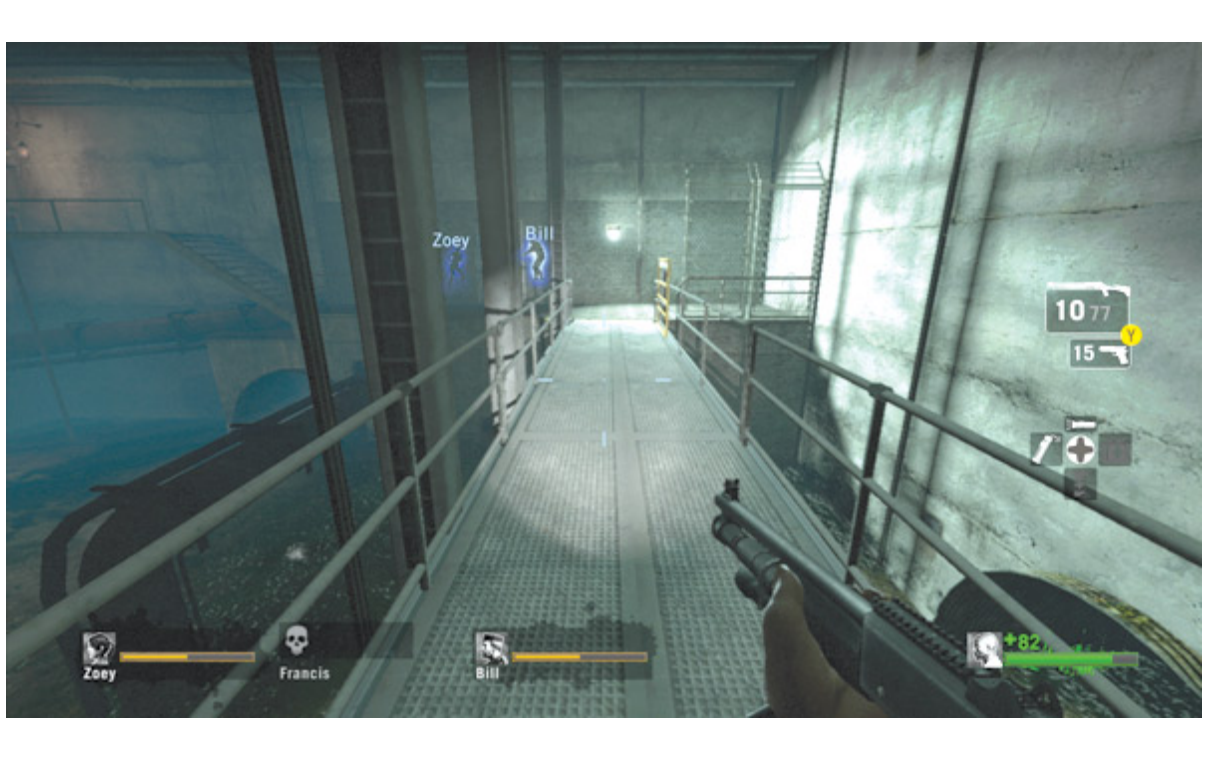
If this occurs, move together as a team. Otherwise you may be overwhelmed by the infected, particularly if you fall in the water.

Tip



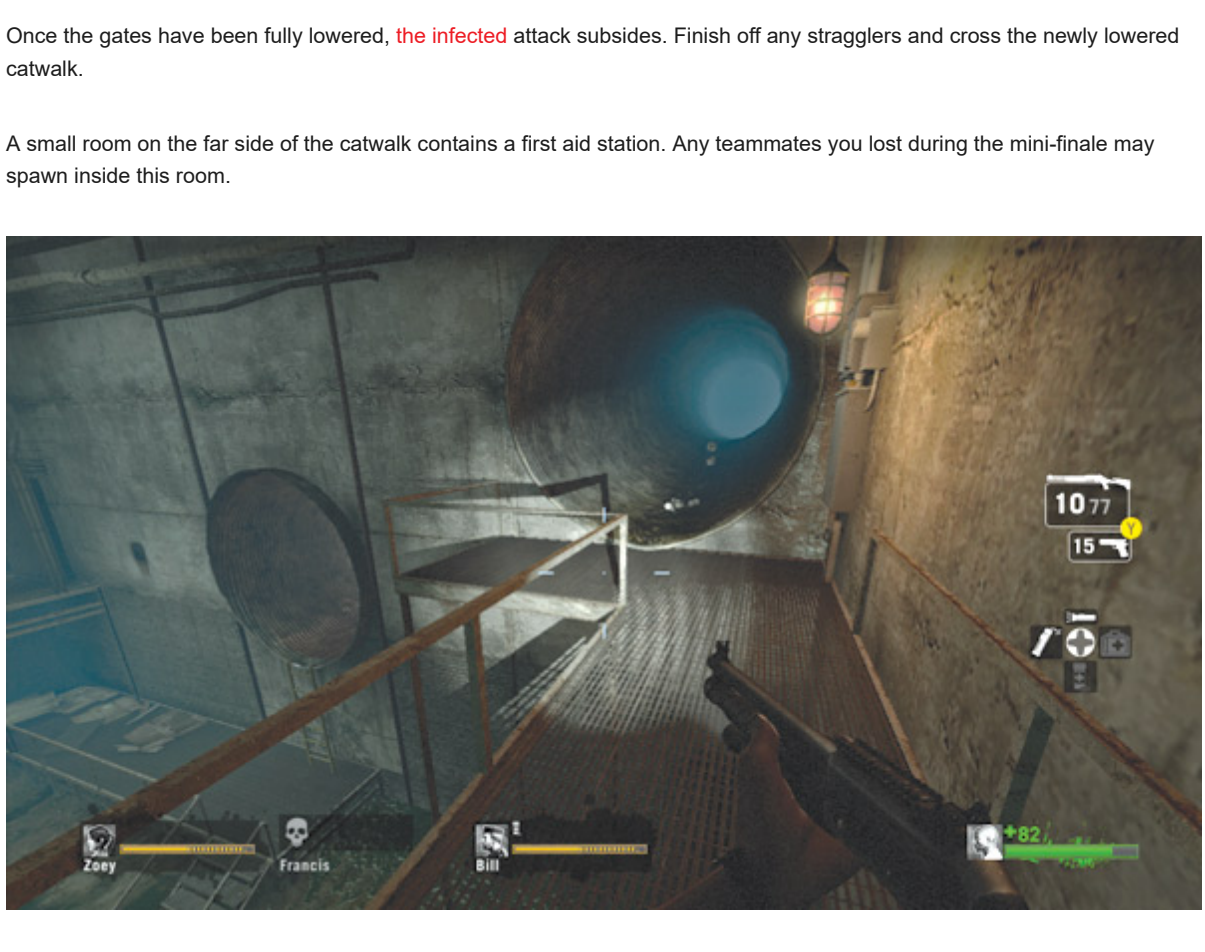
Smoker attacks are a huge threat during this mini-finale, and can distract your team from targeting the swarms of common infected. Sometimes Smokers hide in areaswhere they're difficult to target directly.

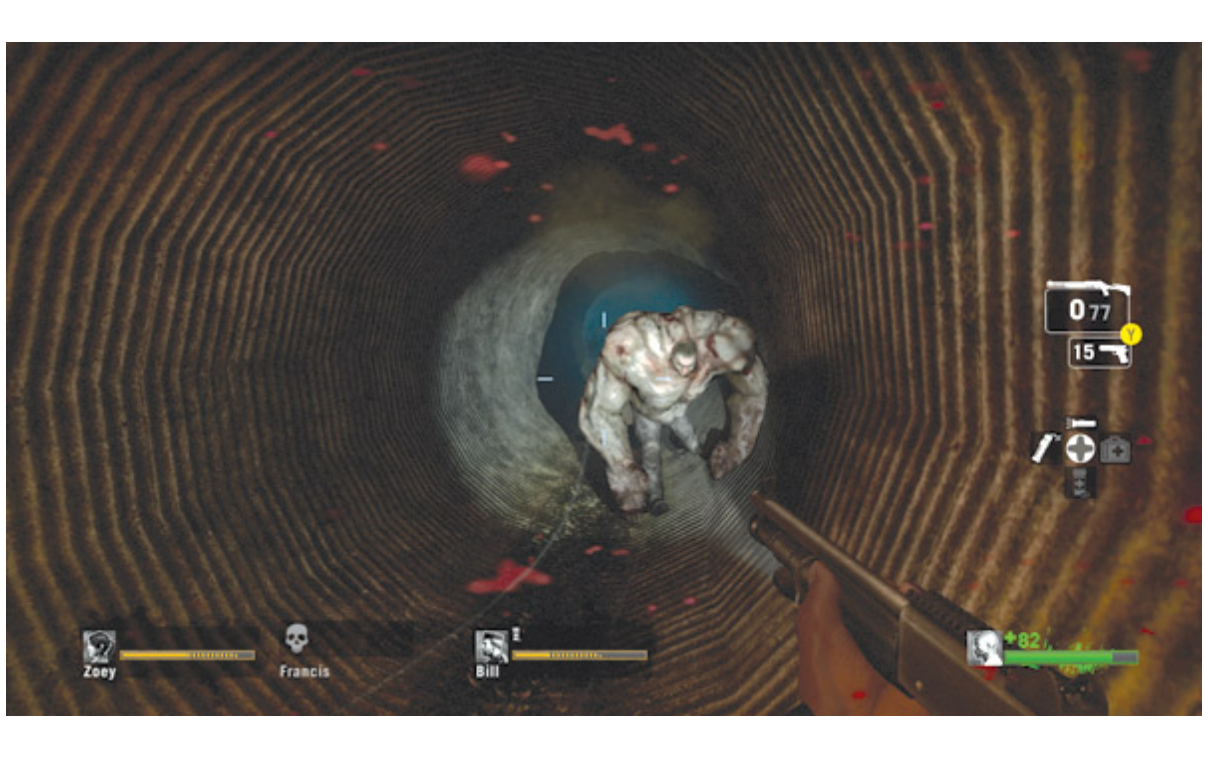
Therefore, try to free your buddy by hitting the Smoker's tongue with melee attacks. If that's not possible, target the Smoker directly.



Once the gates have been fully lowered, the infected attack subsides. Finish off any stragglers and cross the newly lowered catwalk.

A small room on the far side of the catwalk contains a first aid station. Any teammates you lost during the mini-finale may spawn inside this room.

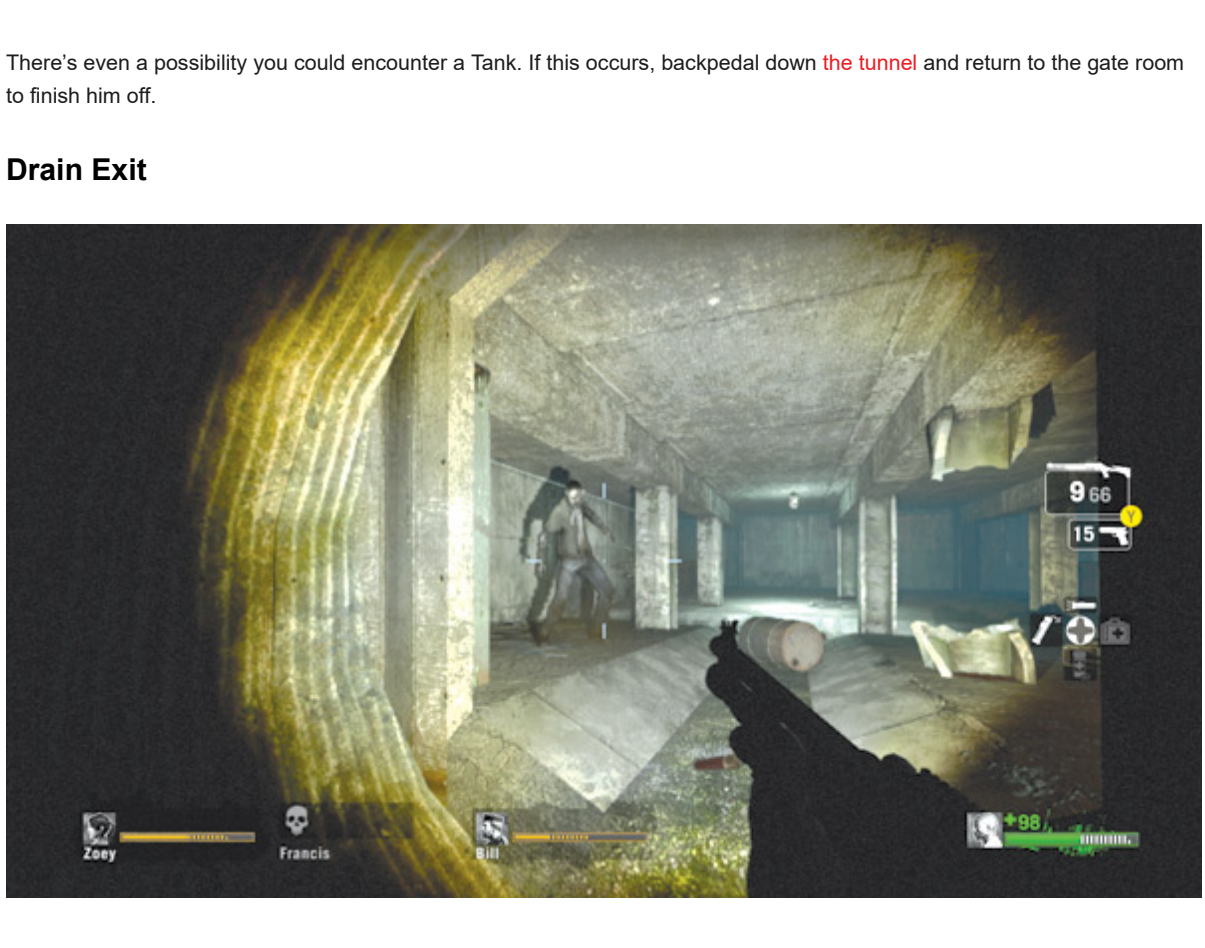




After raiding the first aid station, continue along the upper-level walkway to enter yet another large drainage tunnel. More infected may occupy this tunnel, so stay sharp.

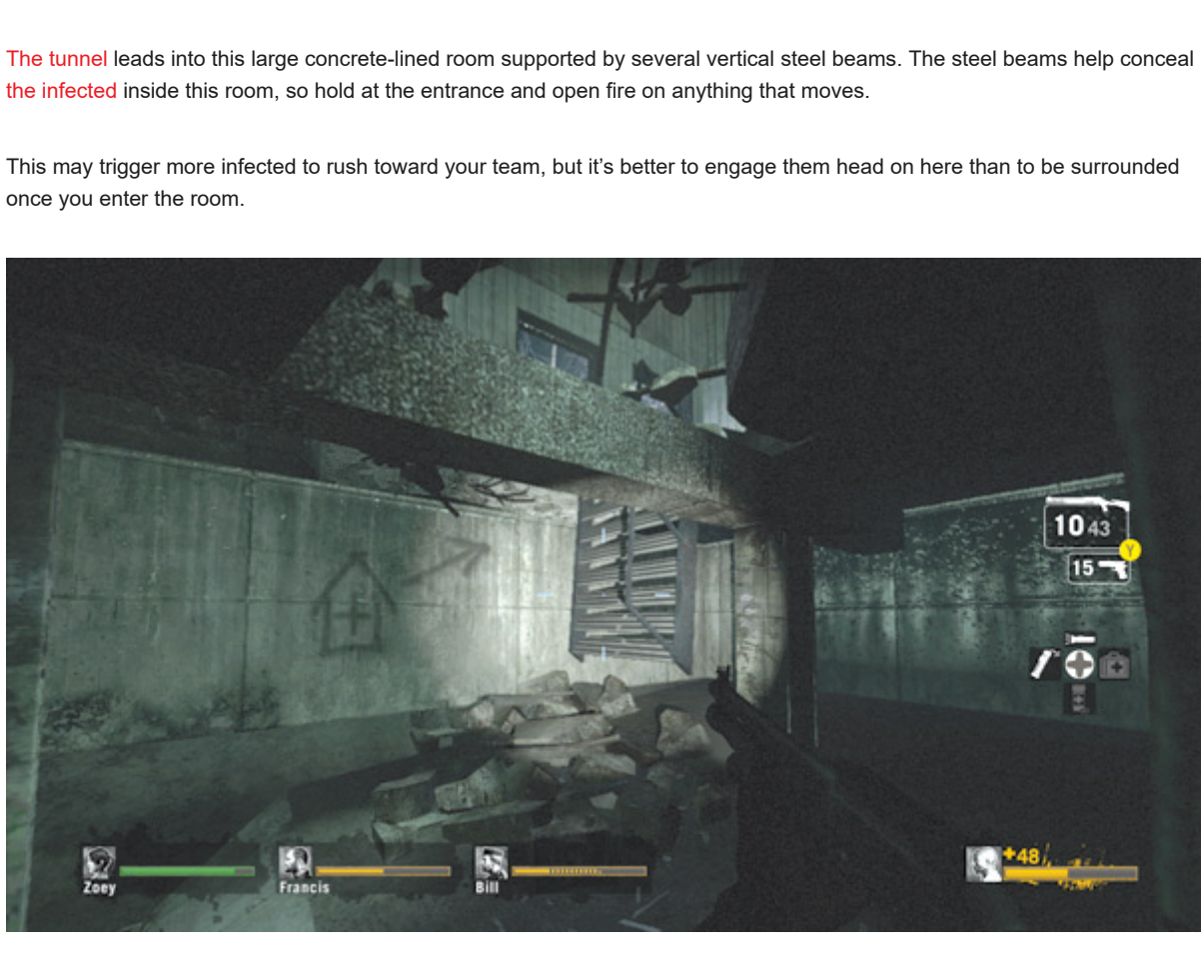
There's even a possibility you could encounter a Tank. If this occurs, backpedal down the tunnel and return to the gate room to finish him off.

Drain Exit



The tunnel leads into this large concrete-lined room supported by several vertical steel beams. The steel beams help conceal the infected inside this room, so hold at the entrance and open fire on anything that moves.

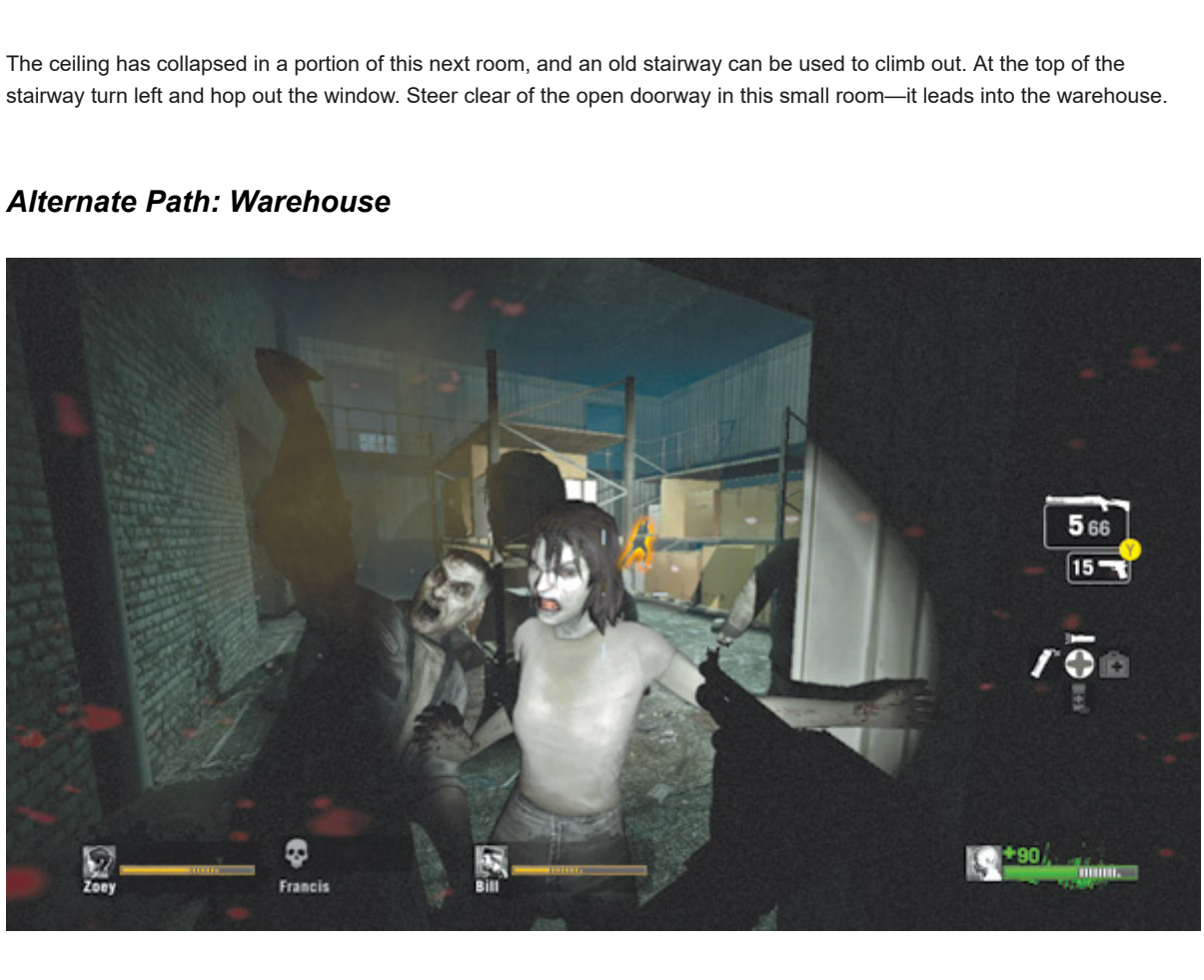
This may trigger more infected to rush toward your team, but it's better to engage them head on here than to be surrounded once you enter the room.



From the tunnel, turn right and look for a circular passage leading into an adjoining room. Don't climb the yellow ladder—this leads up into a small warehouse. Instead, stay in this lower-level passage to bypass the warehouse entirely.

The ceiling has collapsed in a portion of this next room, and an old stairway can be used to climb out. At the top of the stairway turn left and hop out the window. Steer clear of the open doorway in this small room—it leads into the warehouse.

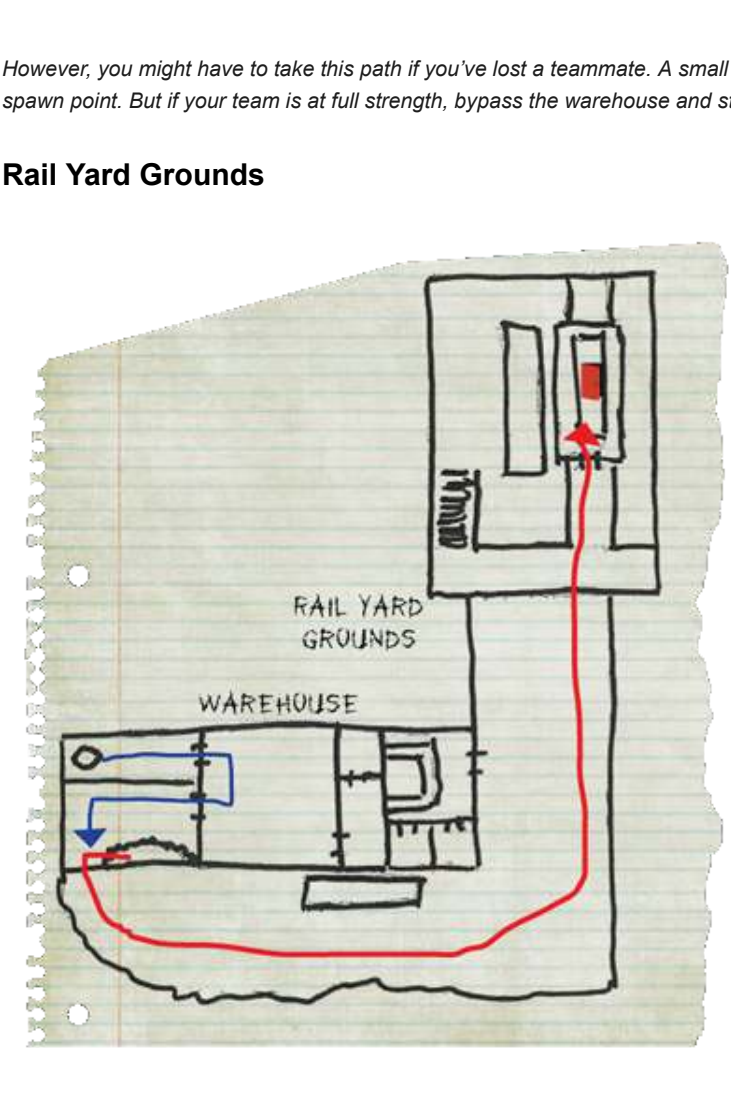
Alternate Path: Warehouse

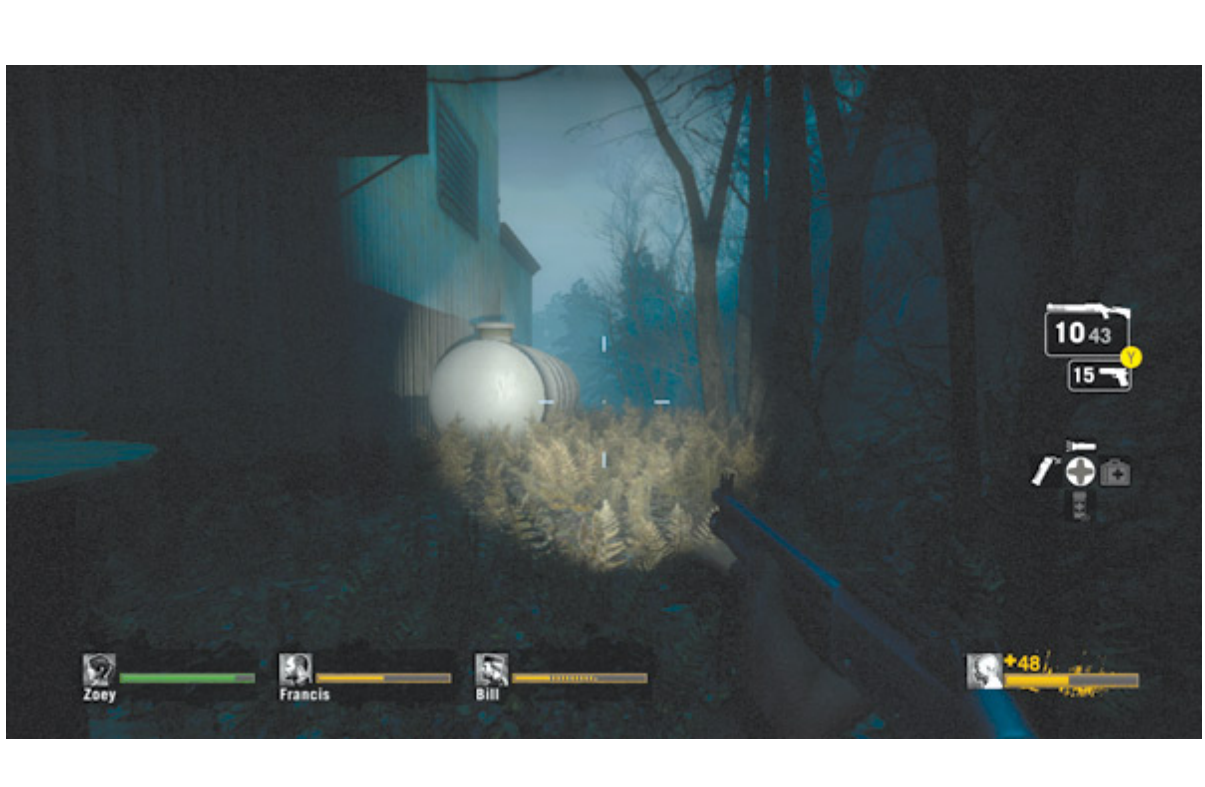


Climbing the yellow ladder in the room with steel beam supports puts your team in a small warehouse. It's best to avoid this path if possible as it's almost always filled with infected. The room also has an upper-level walkway ideal for Hunter and Smoker attacks.

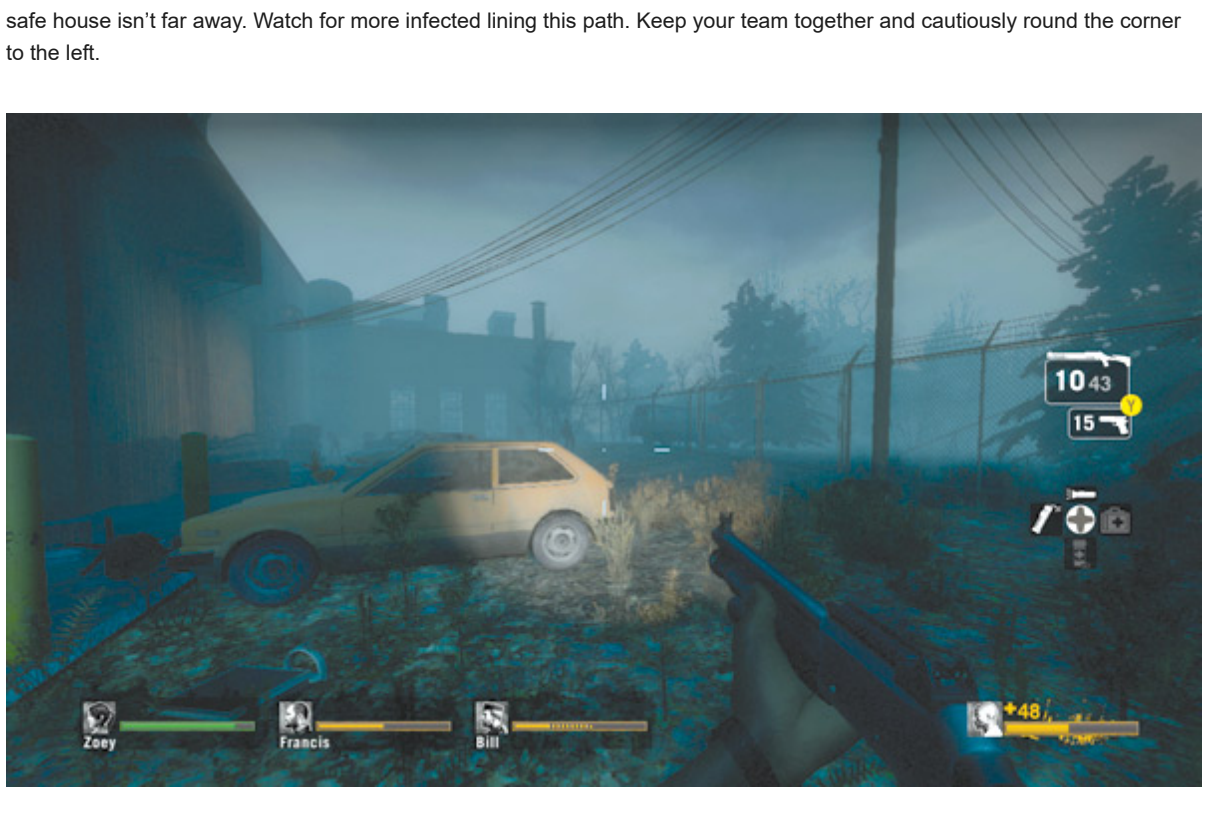
However, you might have to take this path if you've lost a teammate. A small closet inside this warehouse can serve as a spawn point. But if your team is at full strength, bypass the warehouse and stay in the passages below.

Rail Yard Grounds





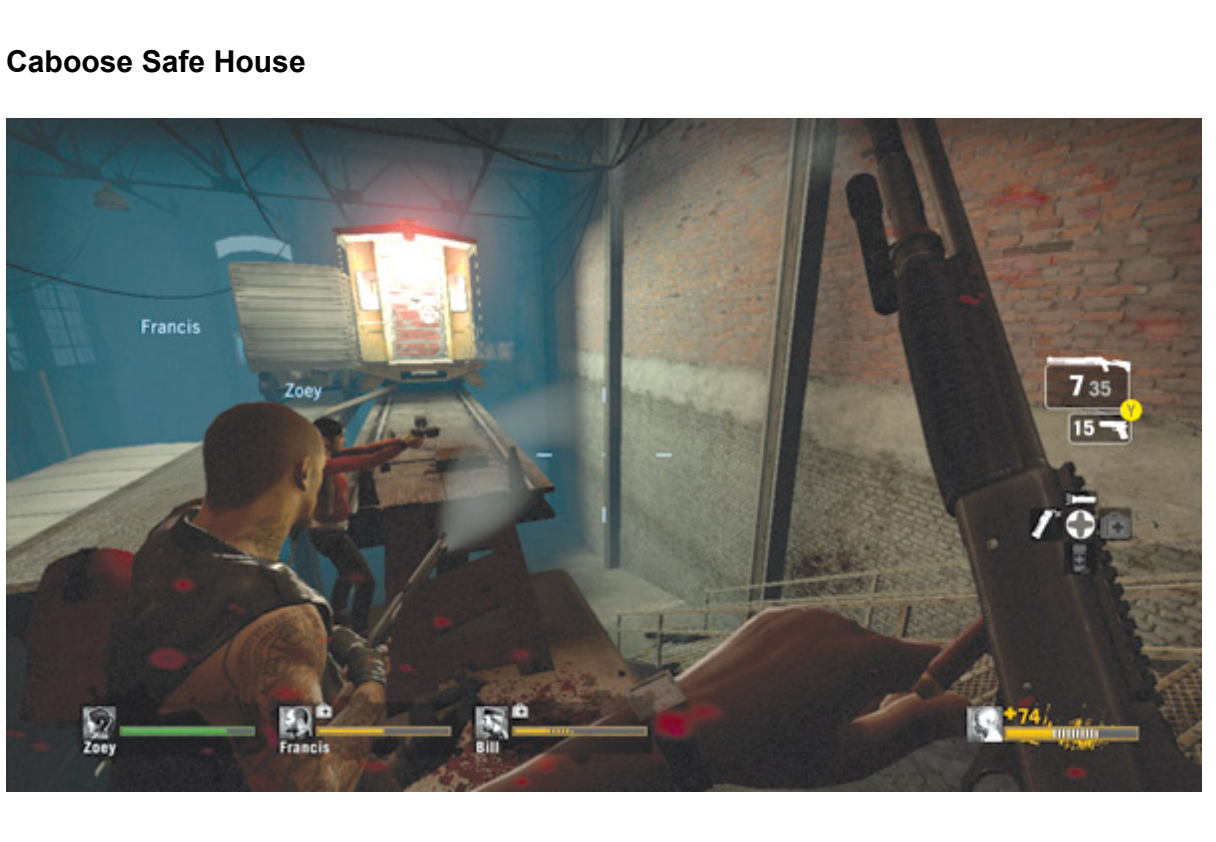
Gulp in the fresh outside air as you hop through the window. Your team is now outside the warehouse near a rail yard—the safe house isn't far away. Watch for more infected lining this path. Keep your team together and cautiously round the corner to the left.



Cross this small parking lot to reach the building straight ahead—the one with the long rectangular windows. A caboose serves as this level's safe house inside that large brick building. Keep moving toward

This building while firing on any infected you encounter along the way. As you get closer to the brick building, shoot out the window on the right to create a straight path to the caboose.

Caboose Safe House

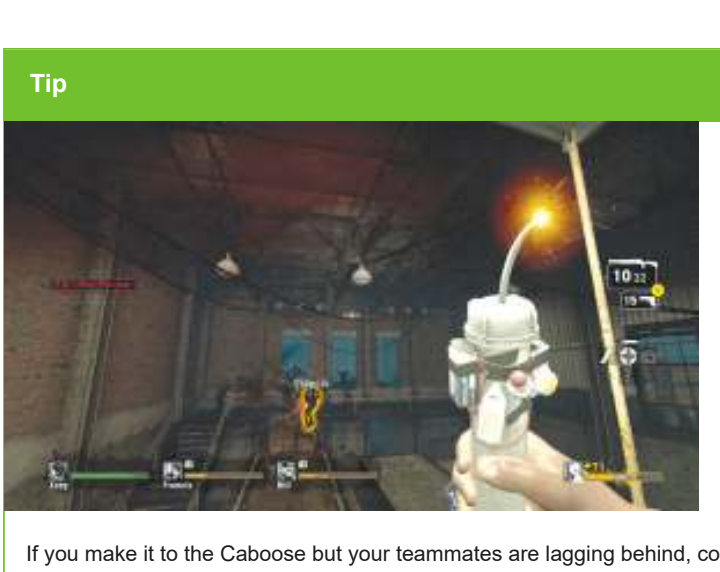


Hop through the window on the right and race toward the caboose ahead. The caboose is on a narrow platform, suspended above the floor of this large building. So watch your step while rushing for the door.

If you fall off the narrow walkway leading to the caboose (or get pulled down by a Smoker), you stand a serious chance of being mauled by the infected below.

If you or a teammate does fall, the upper level can be accessed via two staircases on either side of the building. Get inside the caboose as quickly as possible and shut the door once your teammates are all inside.

Tip

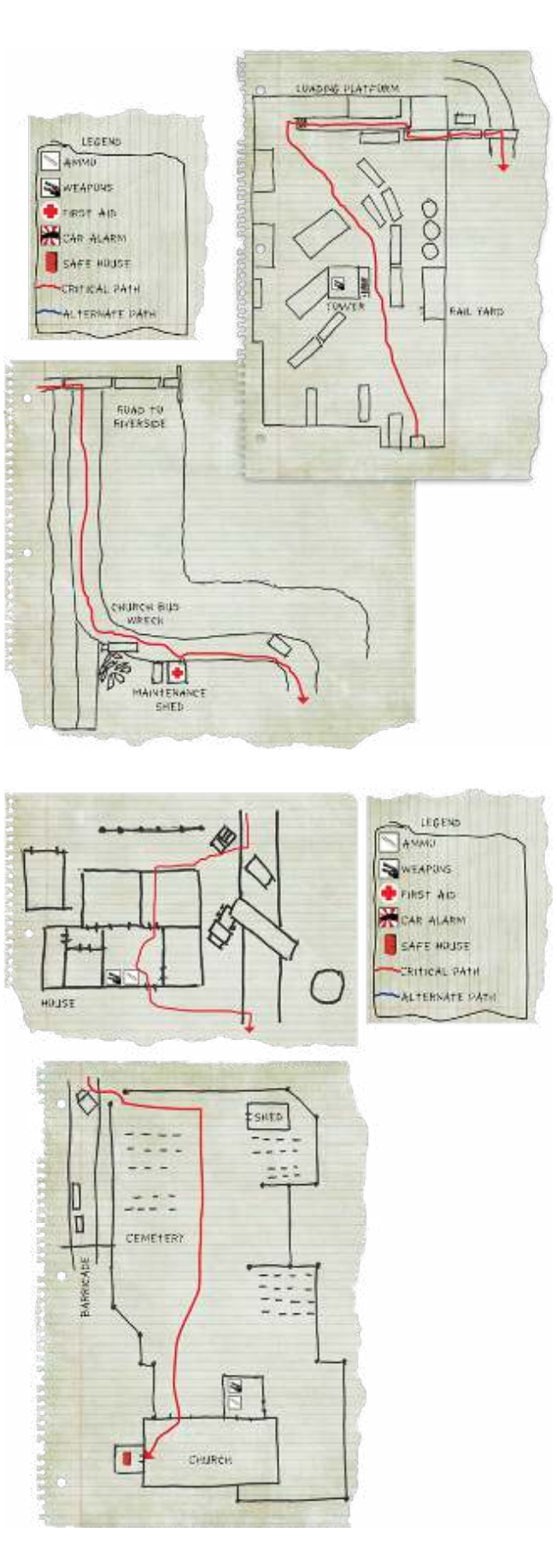


If you make it to the Caboose but your teammates are lagging behind, consider tossing a Pipe Bomb into the parking lot through one of the windows.

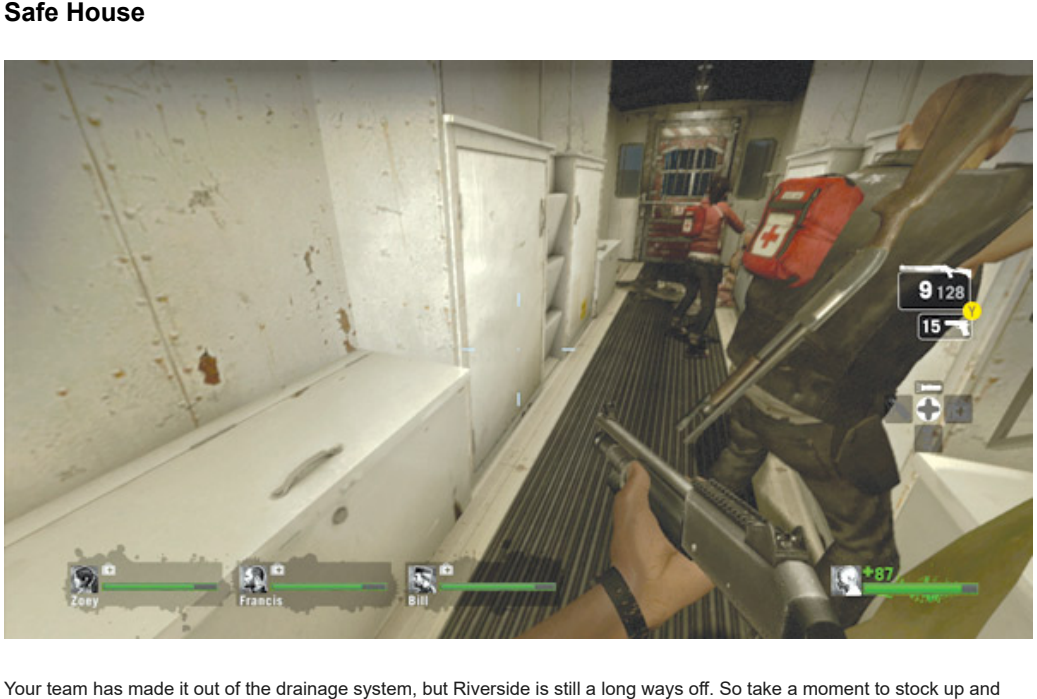
This will help alleviate some pressure on your teammates by prompting the common infected to chase after the Pipe Bomb.

Death Toll

The Church



Safe House

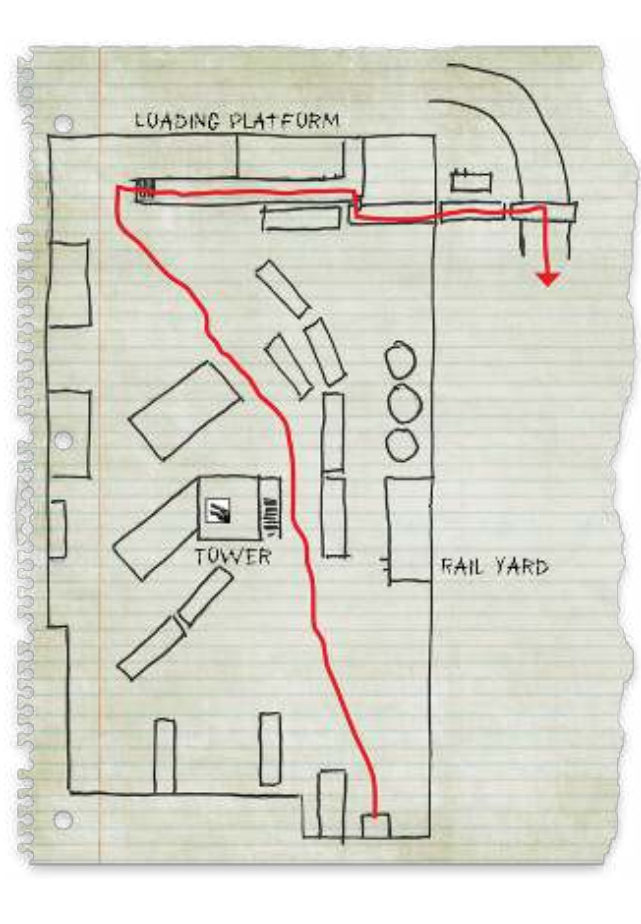


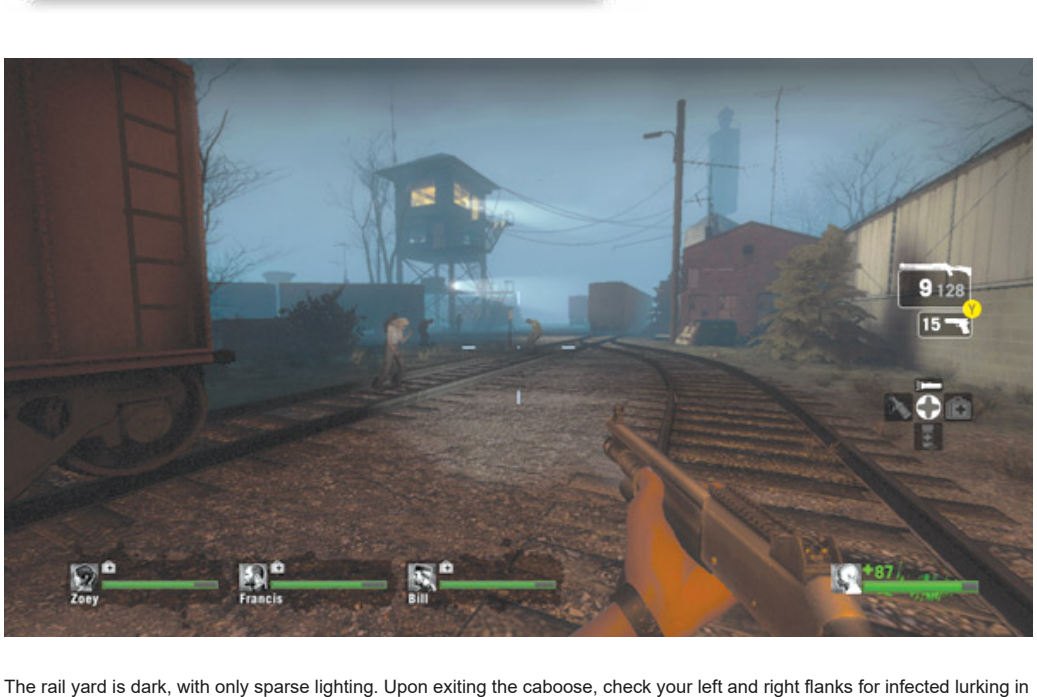
Your team has made it out of the drainage system, but Riverside is still a long ways off. So take a moment to stock up and heal inside the caboose. SMGs and pump shotguns are the only weapons available here.

If you still have assault rifles, auto shotguns, or sniper rifles from the previous level, hold onto them and make sure you've maxed out your ammo count.

When your team is ready to move out, open the red steel door at the end of the caboose and be prepared to race through the rail yard.

Rail Yard

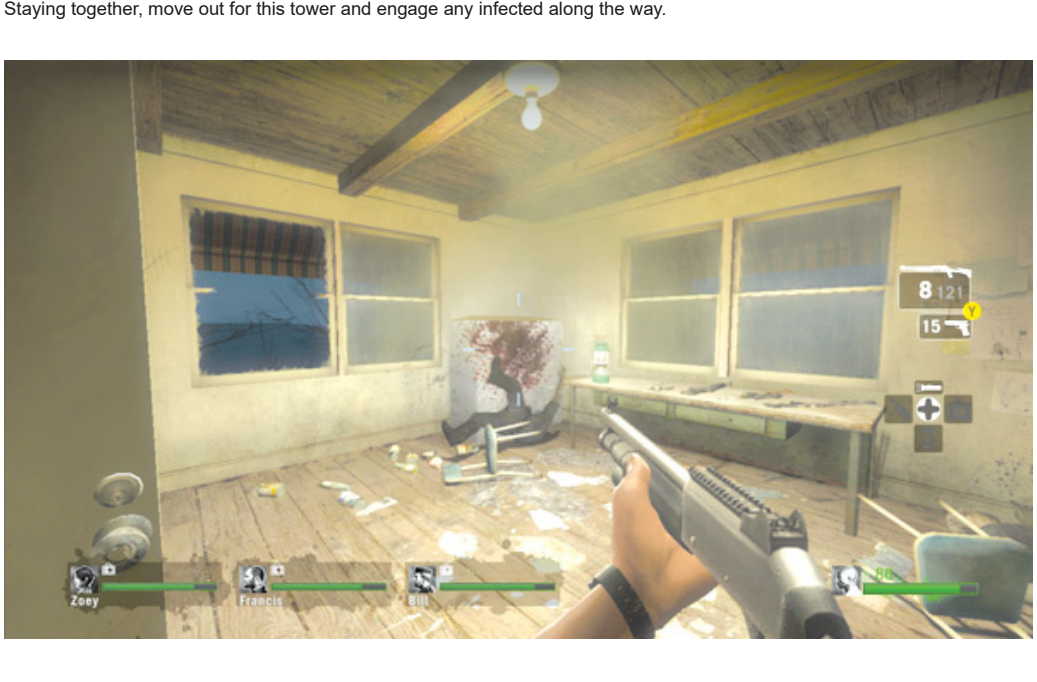




The rail yard is dark, with only sparse lighting. Upon exiting the caboose, check your left and right flanks for infected lurking in the shadows. There are a few key structures in the rail yard you can use as landmarks during your journey.

Identifying and using these landmarks as navigational aids can help your team stick together in this otherwise open yard. The first major landmark is the tall tower at the center of the yard.

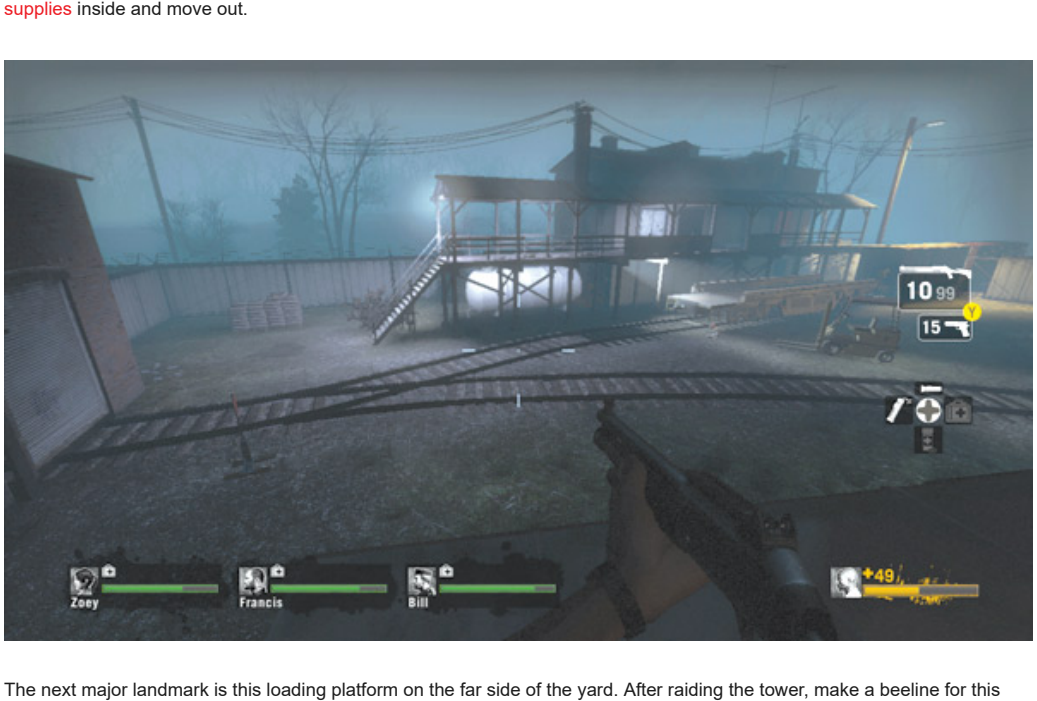
Staying together, move out for this tower and engage any infected along the way.



It's not necessary to climb the tower, but it's always worth checking out. Sometimes the director stashes weapon upgrades and other pickups up here. So make a habit of checking out lower- and upper-floor rooms of the tower, even if your stop is very short.

The tower offers a clear view of the entire yard, making it easy for those equipped with assault rifles and sniper rifles to engage a variety of targets at long range. While this may seem like a sound tactic, it actually does very little for your team.

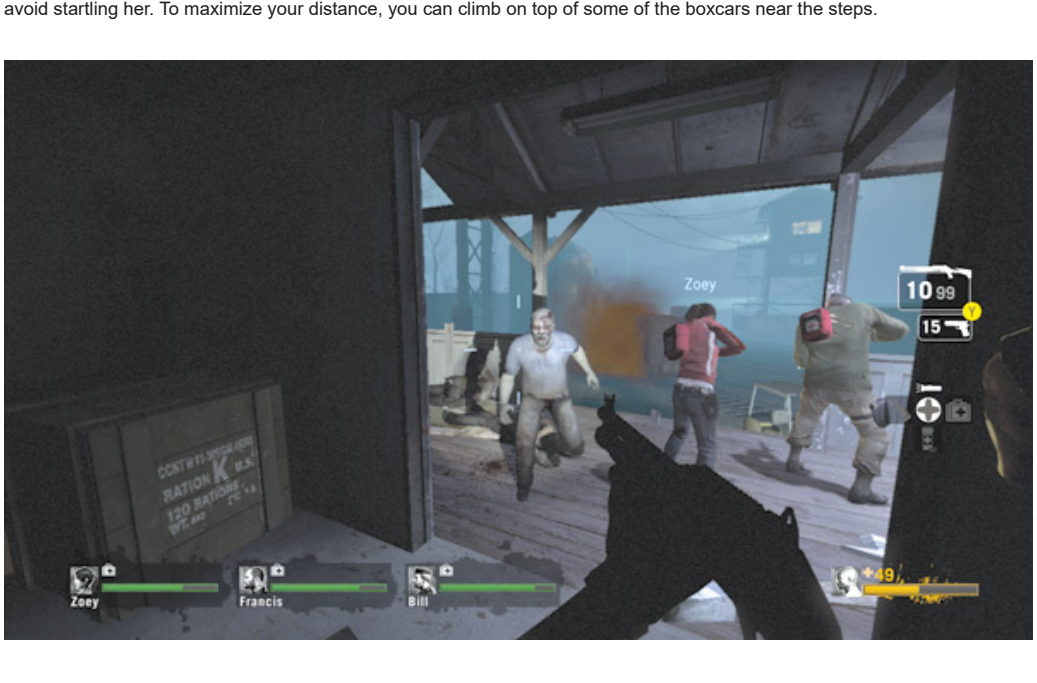
For every infected you kill, the director will only spawn more. By holding in the tower you're only wasting ammo. Grab any supplies inside and move out.



The next major landmark is this loading platform on the far side of the yard. After raiding the tower, make a beeline for this structure. However, the director often places a Witch near this structure.

So if you hear a wailing Witch anywhere in the rail yard, this is mostly likely where she's located.

If this is the case, keep your distance while moving toward the platform's steps. And remember to shut off your flashlights to avoid startling her. To maximize your distance, you can climb on top of some of the boxcars near the steps.

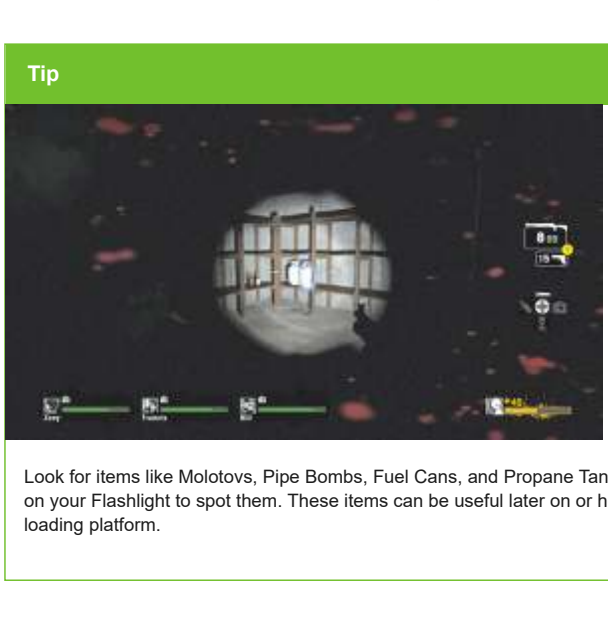


Climb the steps up to the loading platform and cross the narrow walkway as quickly as possible. This is a popular site for ambushes by infected, so sweep the side rooms as you pass—there may be some pickups inside as well.

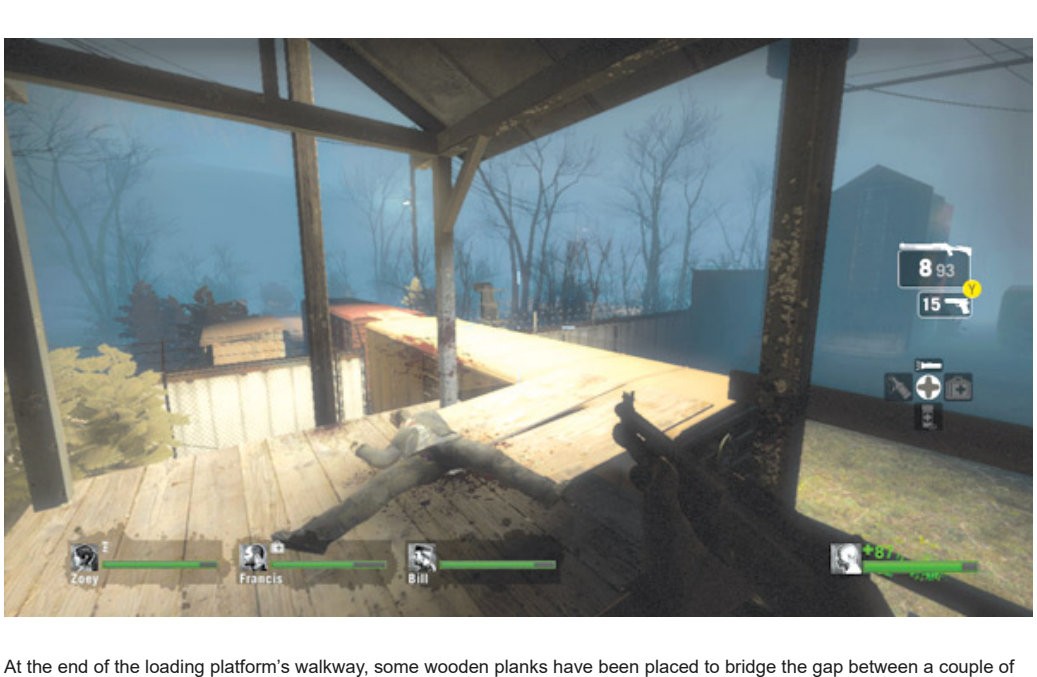
If an attack does occur here, consider backing up into one of the side rooms and fending off the attackers as they barge through the doorway. If you stand on the walkway your team can be attacked from multiple angles, including from above.

The side rooms offer a bit more protection and allow your team to focus its firepower on one entry point.

Tip



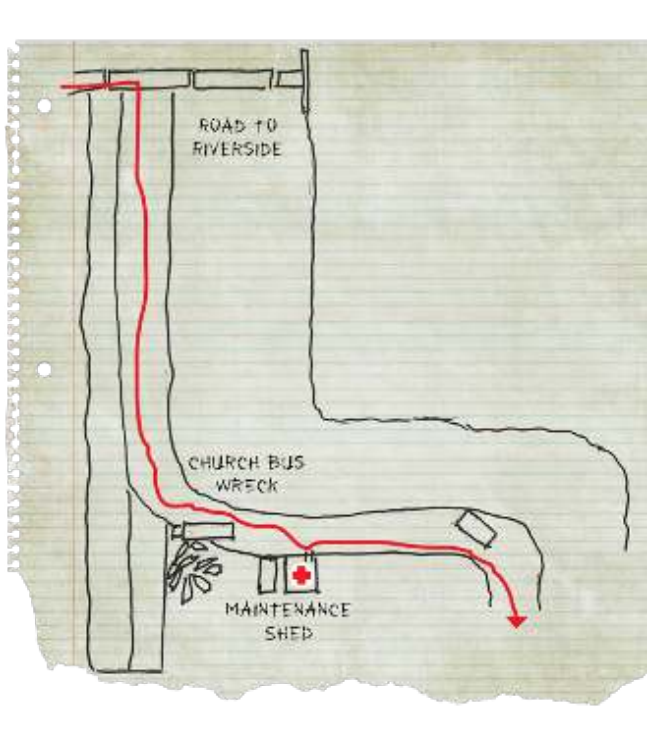
Look for items like Molotovs, Pipe Bombs, Fuel Cans, and Propane Tanks in the side rooms on the loading platform, turn on your Flashlight to spot them. These items can be useful later on or help you fend off a large-scale attack at the loading platform.

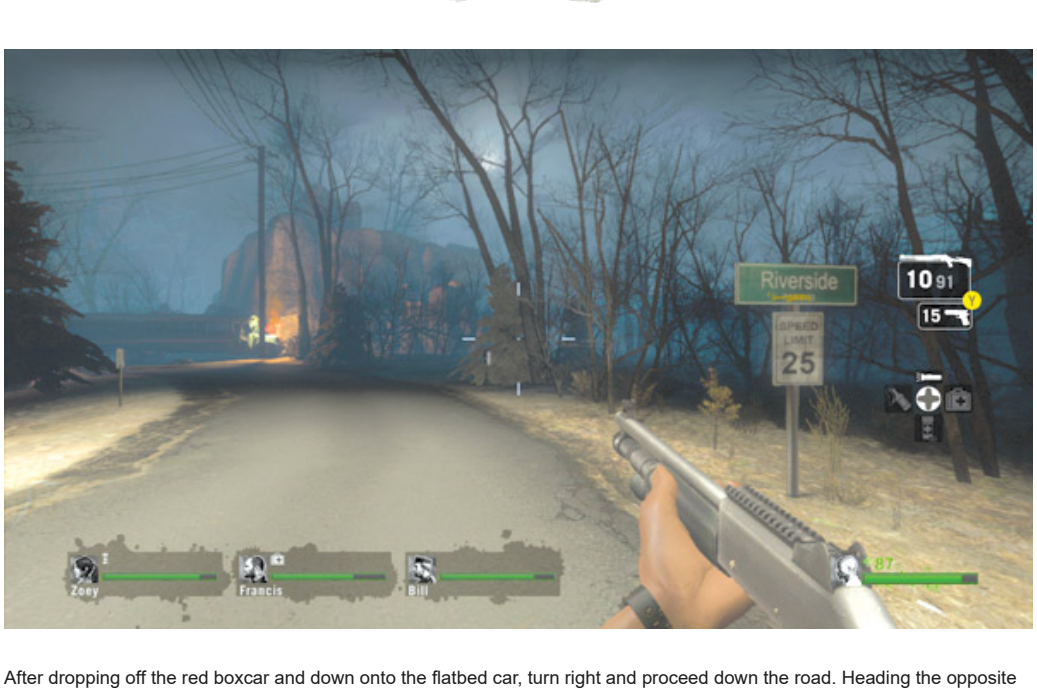


At the end of the loading platform's walkway, some wooden planks have been placed to bridge the gap between a couple of boxcars, forming a bridge over the rail yard's perimeter fence. Make sure everyone stays together while crossing these boxcars.

If someone falls off or is pulled off by a Smoker and lands back in the rail yard, it could delay your team, forcing you to cross the loading platform all over again.

Road to Riverside



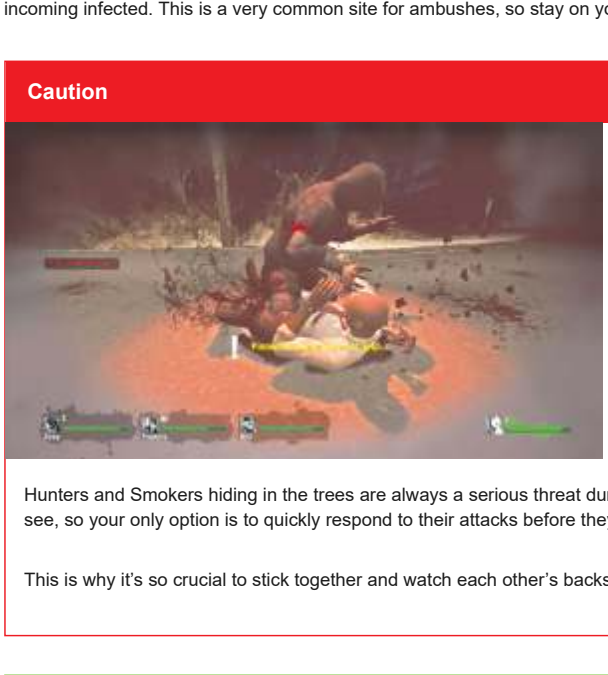


After dropping off the red boxcar and down onto the flatbed car, turn right and proceed down the road. Heading the opposite direction leads to a dead end, so make sure you turn right.

You'll know you're headed in the right direction when you see this road sign on the right side of the road—you must be getting close to Riverside.

As usual, stay together during this sequence and travel down the center of the road while watching the trees on the sides for incoming infected. This is a very common site for ambushes, so stay on your toes and keep your eyes peeled.

Caution



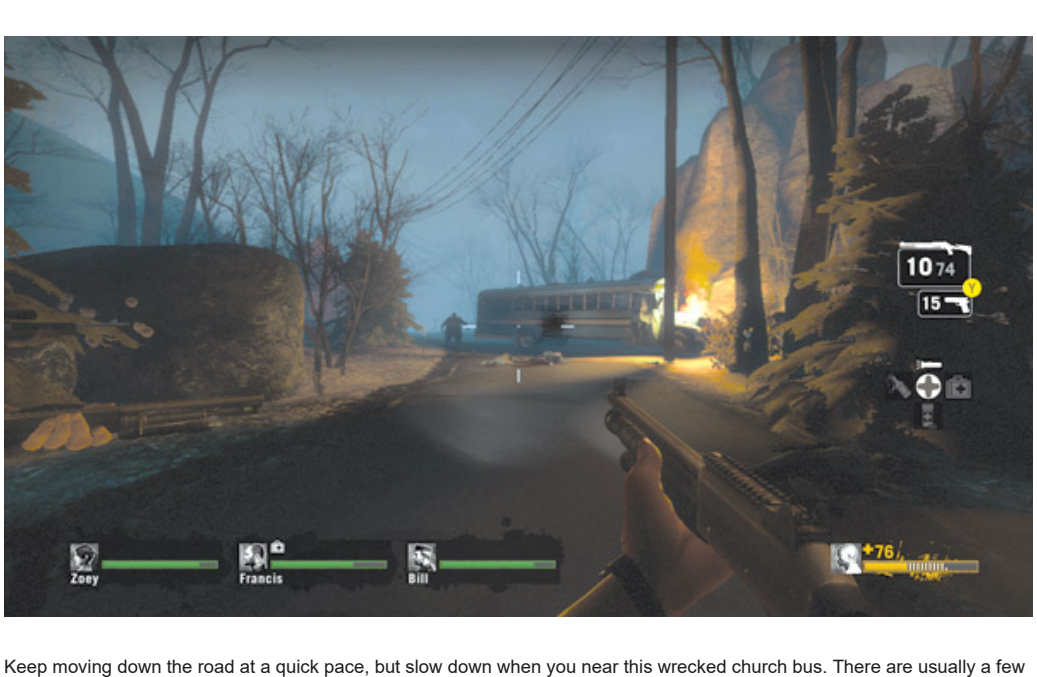
Hunters and Smokers hiding in the trees are always a serious threat during this sequence. They're almost impossible to see, so your only option is to quickly respond to their attacks before they can inflict heavy damage.

This is why it's so crucial to stick together and watch each other's backs.

Tip

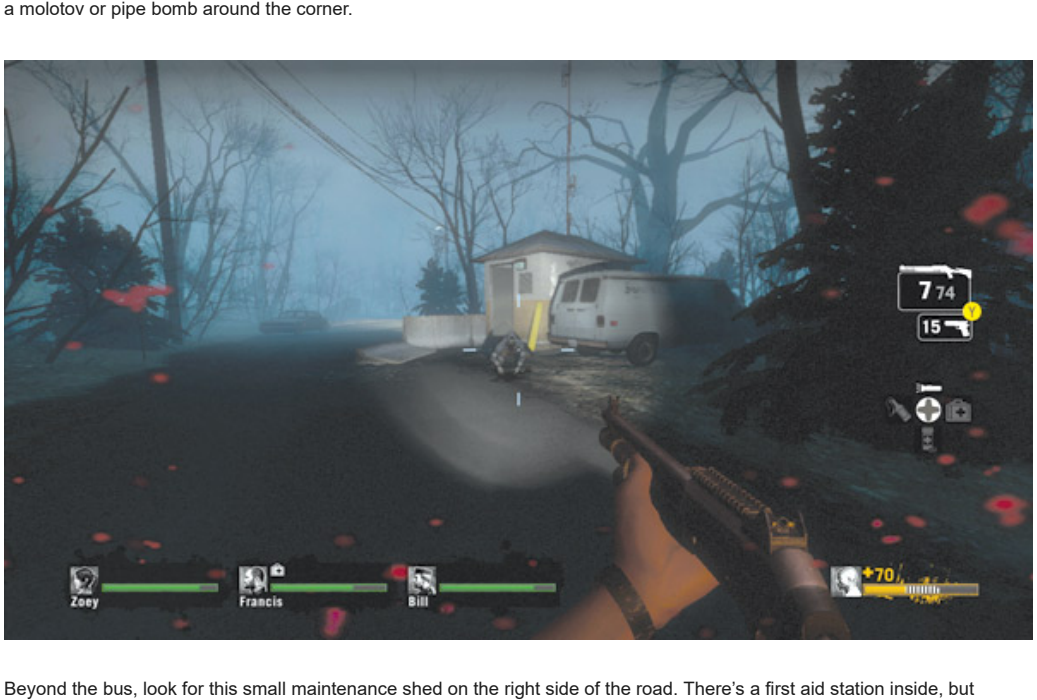
If a Tank attacks while you're travelling down the road, quickly backpedal while firing This is one area where there's enough room to maneuver and dodge tha Tank's attacks.

But while running away from the Tank, try to keep tabs on your teammates, if you're not careful, your team can become separated during Tank attacks, making everyone much more vulnerable to attacks by the other infected.



Keep moving down the road at a quick pace, but slow down when you near this wrecked church bus. There are usually a few common infected stumbling around this wreck. But what you can't see is what's waiting for you on the other side.

Listen and watch for enemies gathered on the other side. Consider shooting beneath the bus to take them out. Or simply toss a molotov or pipe bomb around the corner.



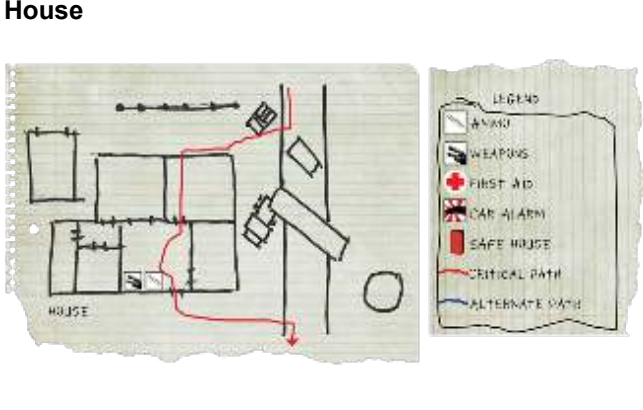
Beyond the bus, look for this small maintenance shed on the right side of the road. There's a first aid station inside, but approach this small structure cautiously, as there are usually several infected nearby, hiding in the woods.

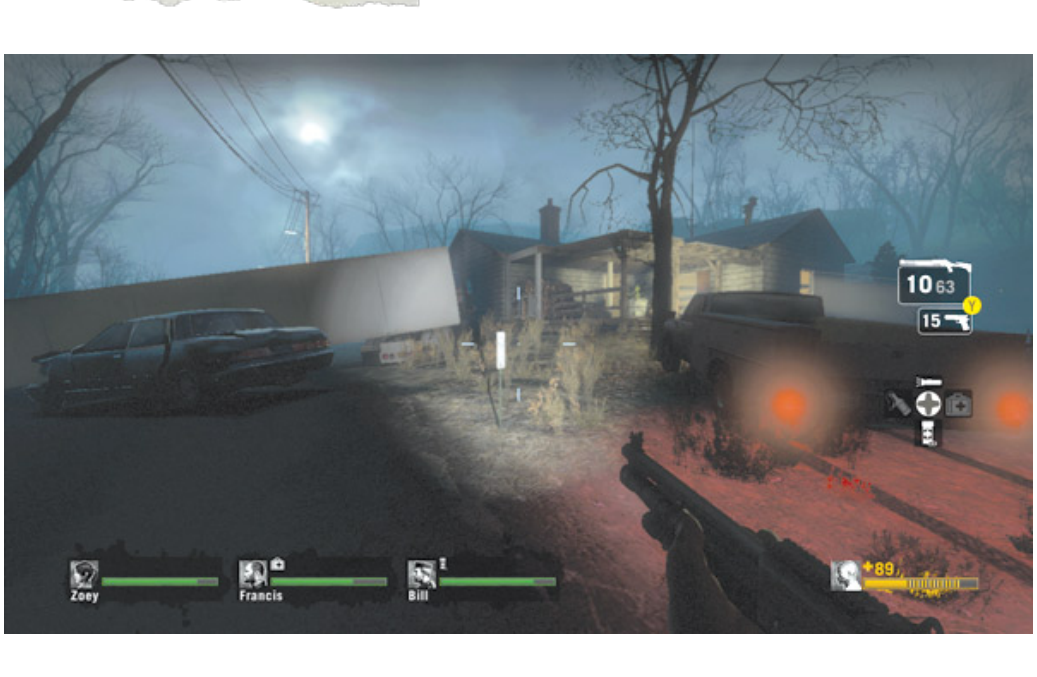
Have three teammates stay outside while one teammate goes into the shed and opens the first aid station, reporting what goodies await inside.

Rotate your team through the shed to stock up on medical supplies, keeping three outside at all times to provide a defensive perimeter. Any healing should be performed inside the shed itself.

The director may have placed pipe bombs or molotovs on the table inside the shed, too.

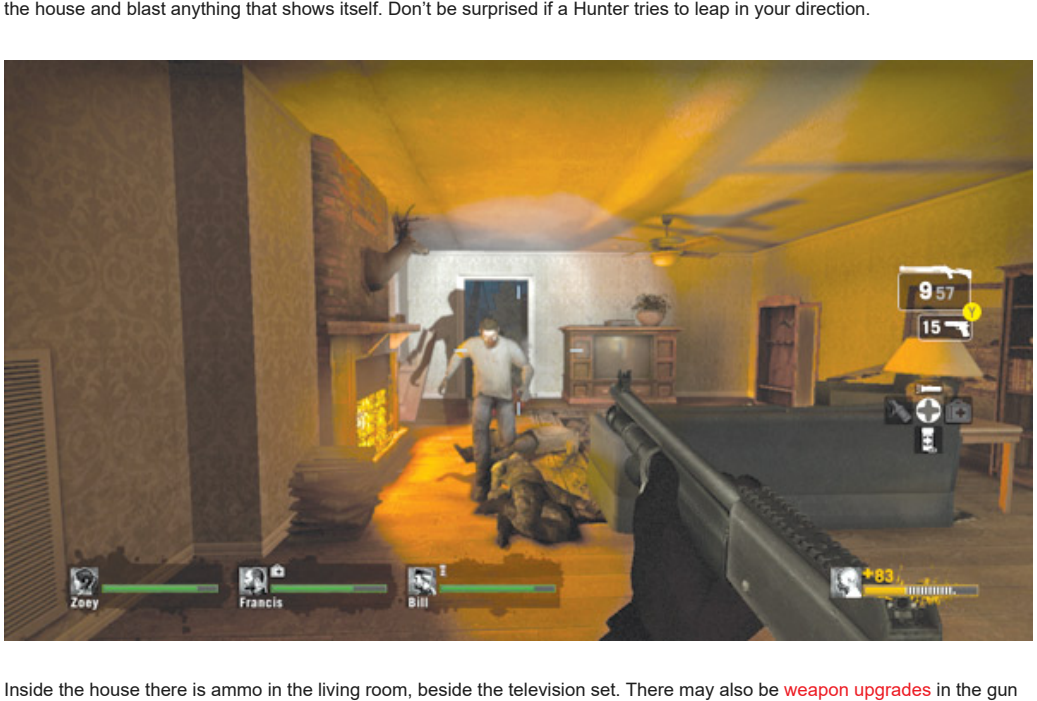
House





A jack-knifed big rig blocks the road ahead, making the nearby house the default detour. The wrecked vehicles outside this house should clearly communicate the hazards of this location. So try to get into and through the house as quickly as possible while staying together.

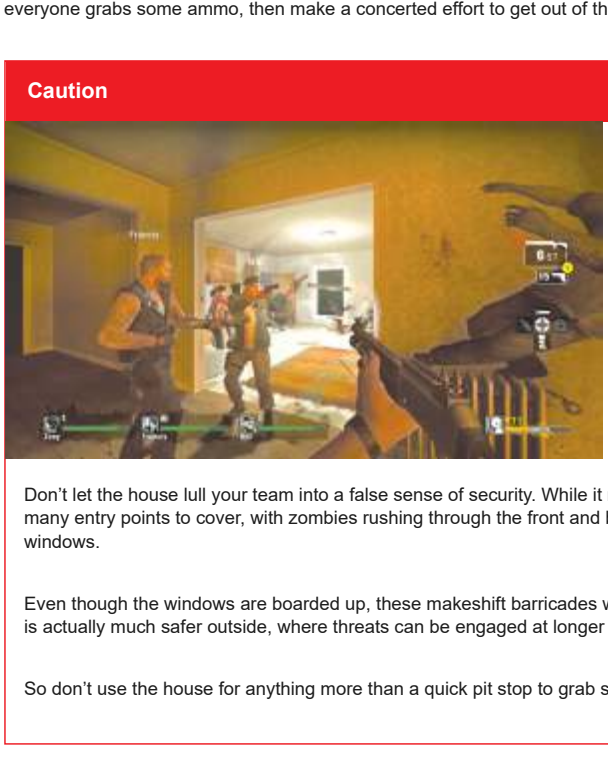
Step off the right side of the road and make a dash for the house's front porch. As you approach, watch for movement inside the house and blast anything that shows itself. Don't be surprised if a Hunter tries to leap in your direction.



Inside the house there is ammo in the living room, beside the television set. There may also be weapon upgrades in the gun case next to the ammo, but the director doesn't always place them here.

The bedrooms may contain other pickups, but it's usually not worth taking the time to search the entire house. Make sure everyone grabs some ammo, then make a concerted effort to get out of the house as soon as possible.

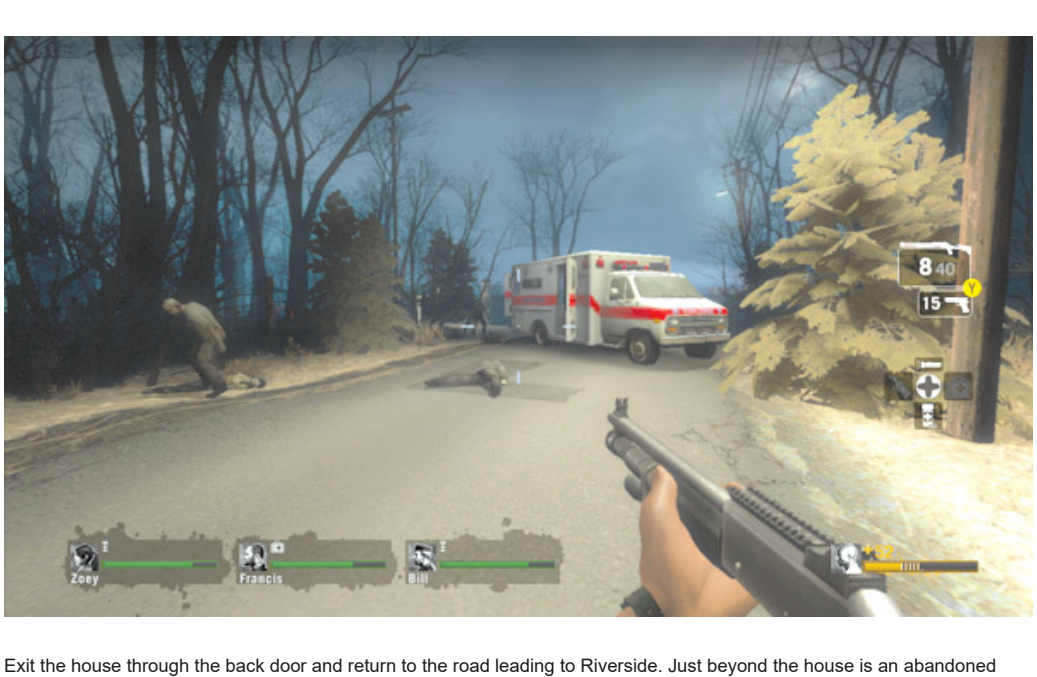
Caution



Don't let the house lull your team into a false sense of security. While it may seem like a safe place to rest, there are too many entry points to cover, with zombies rushing through the front and back doors as well as the kitchen and bedroom windows.

Even though the windows are boarded up, these makeshift barricades won't last long during a swarm attack. Your team is actually much safer outside, where threats can be engaged at longer range.

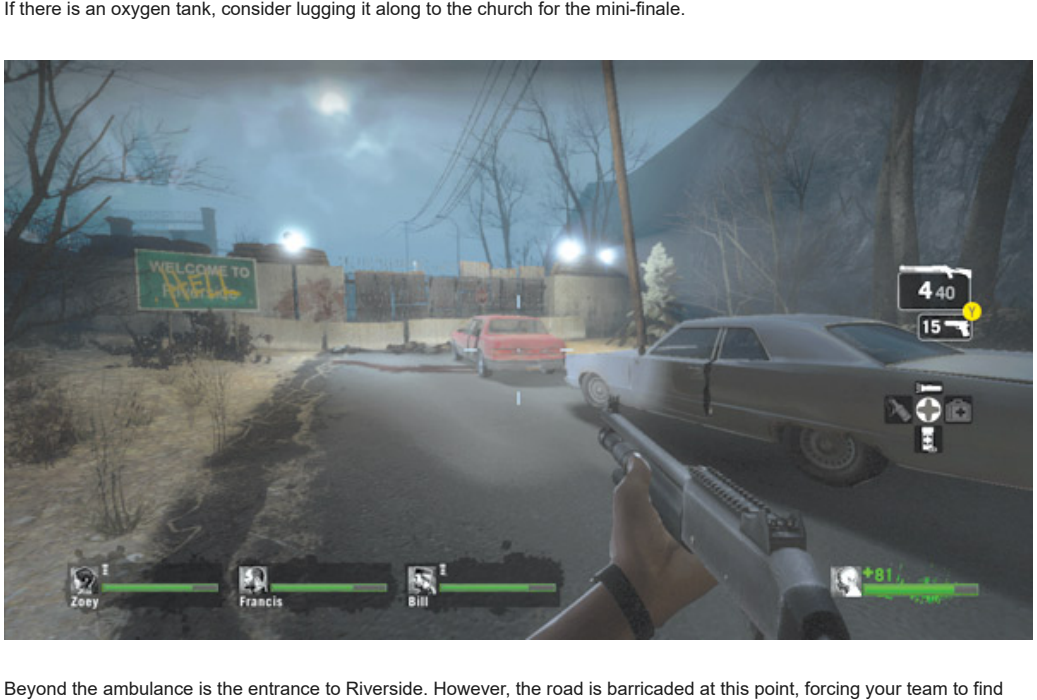
So don't use the house for anything more than a quick pit stop to grab some ammo and perhaps heal.



Exit the house through the back door and return to the road leading to Riverside. Just beyond the house is an abandoned ambulance. A few common infected usually wander around this area, so be sure to neutralize them before making a dash for the ambulance.

Have three teammates set up a defensive perimeter around the ambulance while another searches the interior for supplies. You can sometimes find pills, a first aid kit, or an oxygen tank inside.

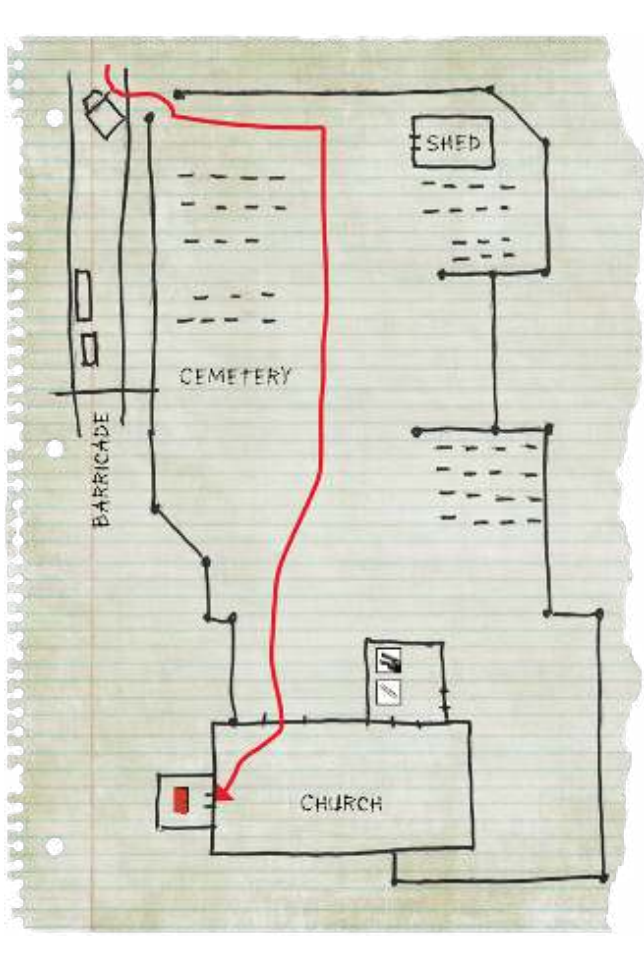
If there is an oxygen tank, consider lugging it along to the church for the mini-finale.

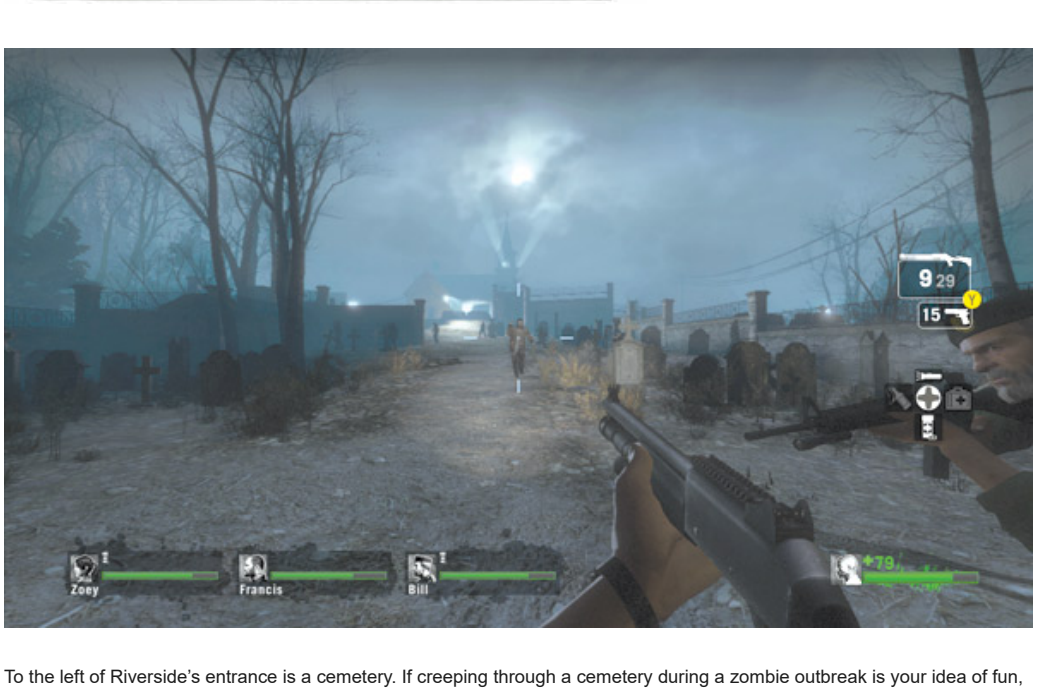


Beyond the ambulance is the entrance to Riverside. However, the road is barricaded at this point, forcing your team to find another path.

The barricaded entrance may be a good sign, showing that the locals made an attempt to hold off the infected at some point during the outbreak. But the Welcome to Riverside sign outside now reads Welcome to Hell. This doesn't bode well…

Riverside Cemetery



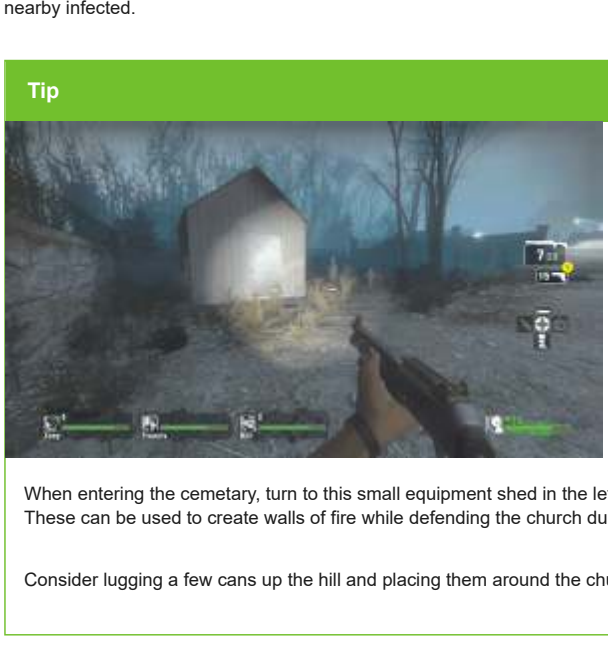


To the left of Riverside's entrance is a cemetery. If creeping through a cemetery during a zombie outbreak is your idea of fun, then get ready for some action. Your team must cross the cemetery to reach the safe house in the church, at the top of the hill.

The tombstones make it difficult to pick out the infected from the monuments. Furthermore, the tombstones provide the infected with some cover.

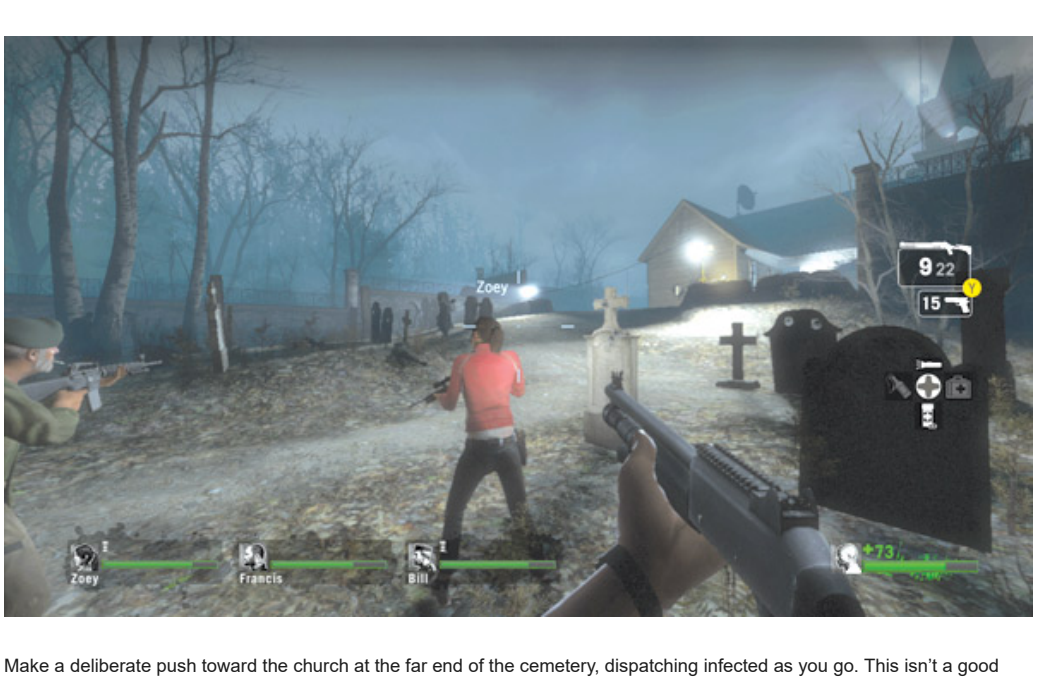
Teammates equipped with assault rifles and sniper rifles have the best chance of engaging these long-range threats. Those with shotguns should establish a perimeter around the long-range shooters, protecting them from sudden rush attacks by nearby infected.

Tip



When entering the cemetary, turn to this small equipment shed in the left corner. This shed usually contains Fuel Cans. These can be used to create walls of fire while defending the church during the mini-finale.

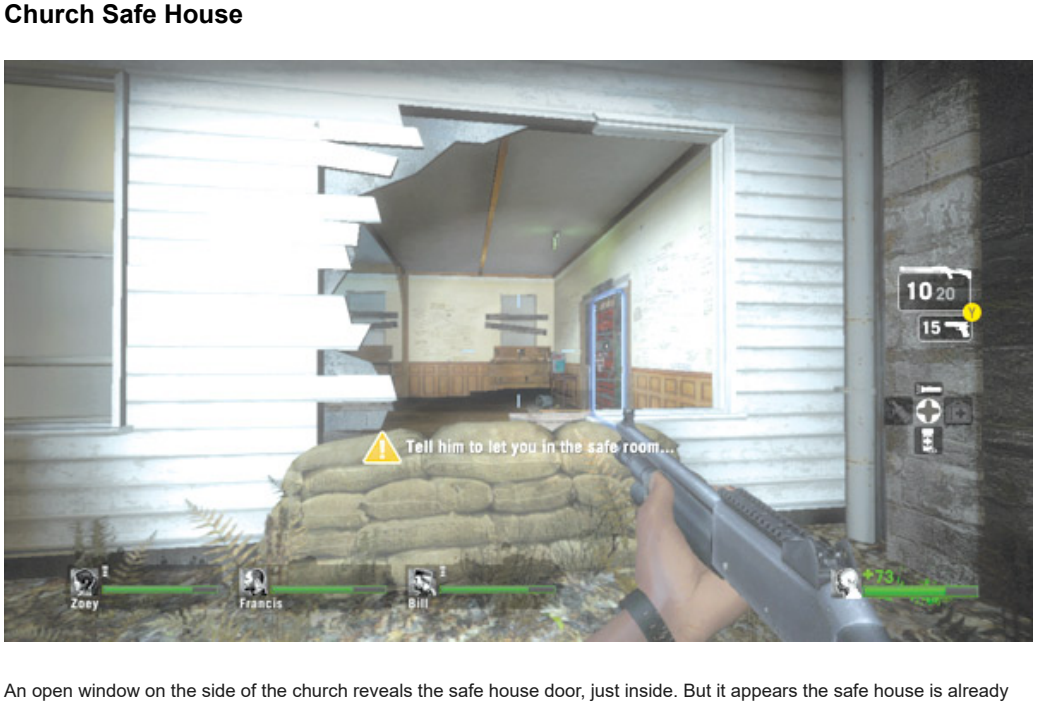
Consider lugging a few cans up the hill and placing them around the church's perimeter.



Make a deliberate push toward the church at the far end of the cemetery, dispatching infected as you go. This isn't a good place to get bogged down, so keep moving. Most importantly, stick together.

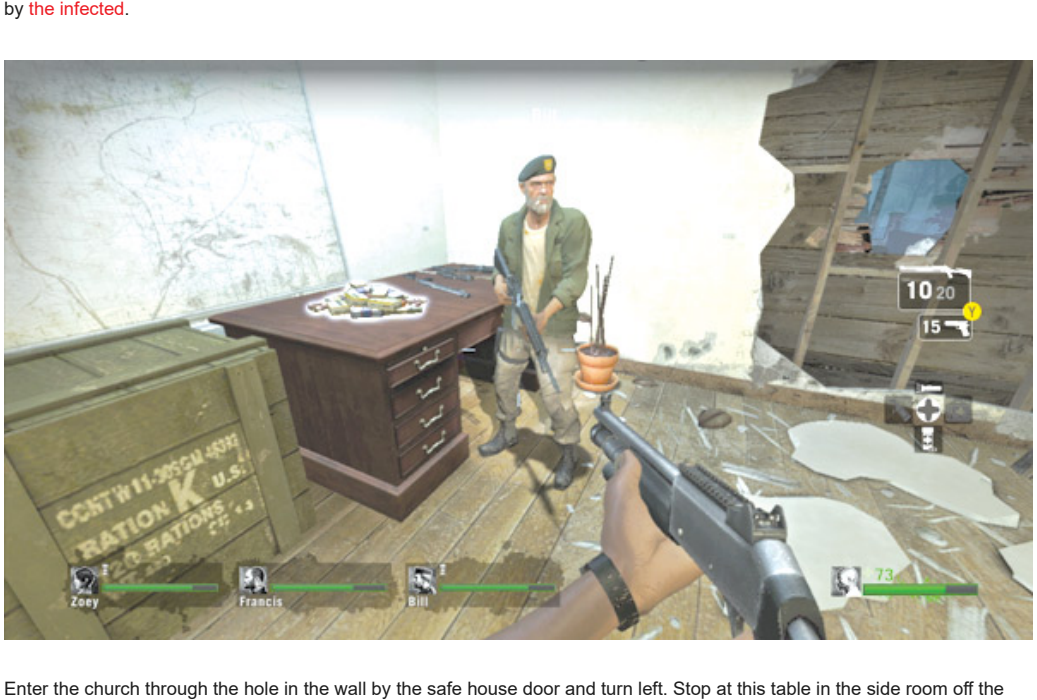
The cemetery is quite large, giving Hunters and Smokers the opportunity to isolate and attack stragglers that wander off from the team. So if you have to stop or can't keep up with the team due to injuries, tell everyone to slow down.

Church Safe House



An open window on the side of the church reveals the safe house door, just inside. But it appears the safe house is already occupied, and the paranoid occupant won't let your team inside.

Don't interact with the door yet—doing so triggers a mini-finale, requiring your team to defend the church from a large attack by the infected.



Enter the church through the hole in the wall by the safe house door and turn left. Stop at this table in the side room off the main chapel to stock up on ammo. You can also swap out weapons.

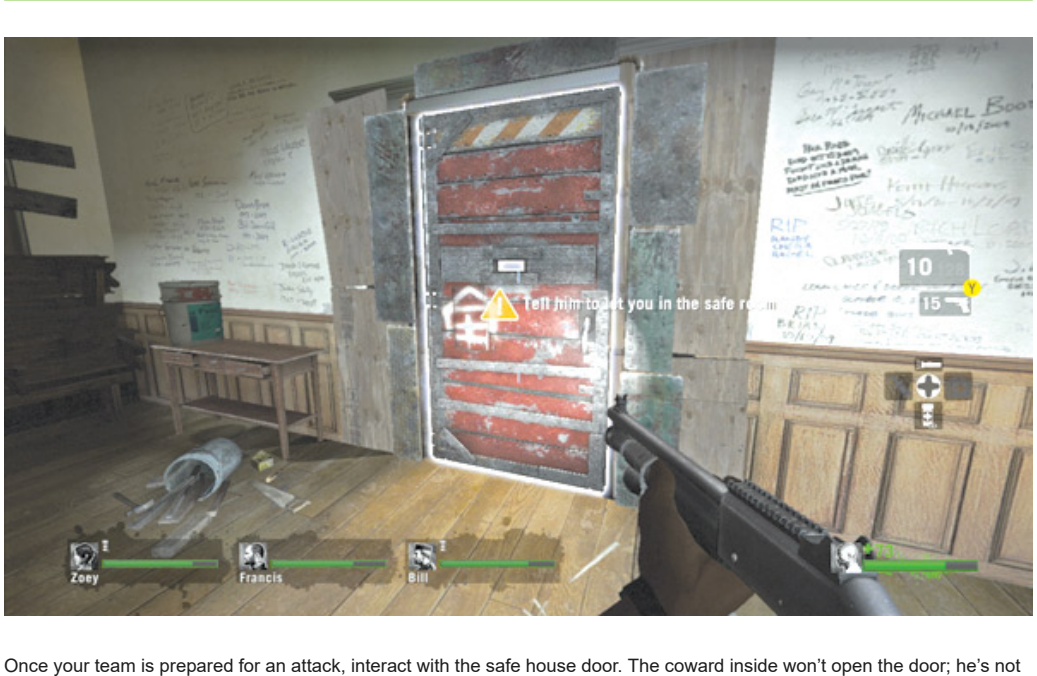
For this defense-oriented sequence, the assault rifles and auto shotguns are the best choice. Consider arming your team with two of each. While there are no medical supplies here, now's a good time to heal any serious injuries.

Take a look at your team's health bars, and if any teammates are in the yellow or orange range, tell them to heal or offer to heal them if they have no first aid kit or pills. You may not have time to heal once the attack begins.

Tip

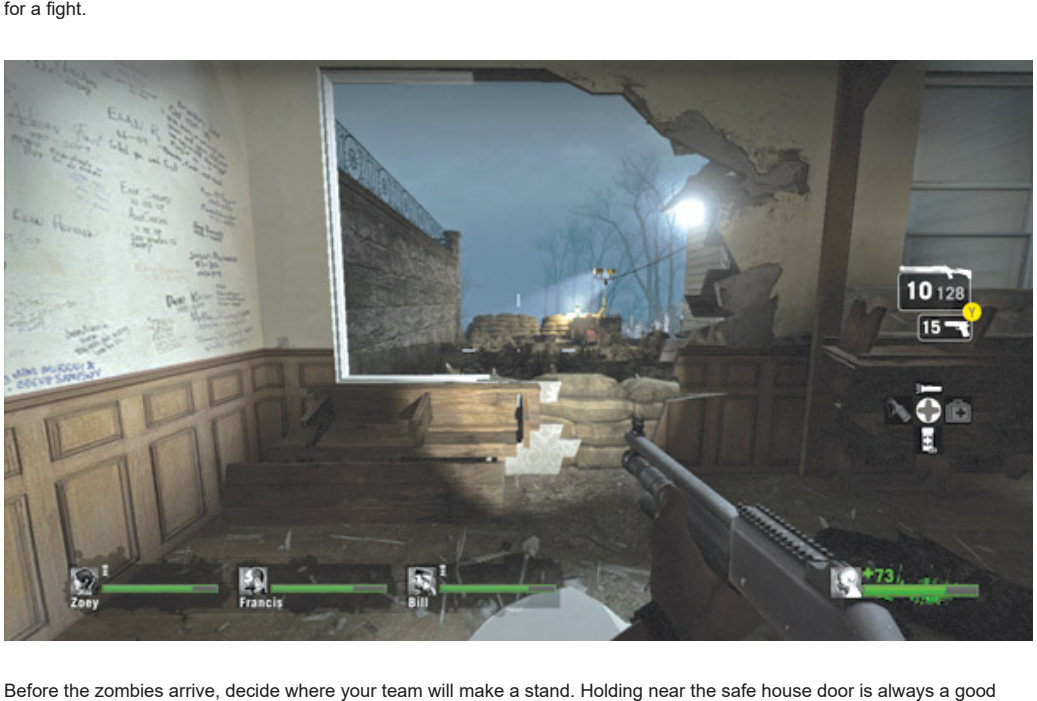
If your team scored any fuel Cans or Propane tanks in the shed near the cemetary's entrance, scatter them around the church's exterior before interacting with the safe house door. There's usually one Fuel Can already in place near the sandbag outside.

Once all the explosive objects are in place, make note of their locations so you can quickly target them during the attack.



Once your team is prepared for an attack, interact with the safe house door. The coward inside won't open the door; he's not convinced your team is safe, fearing there may be infected among you.

Even worse, he rings the church's bells in an effort to draw the infected to take care of you. Take a deep breath and get ready for a fight.

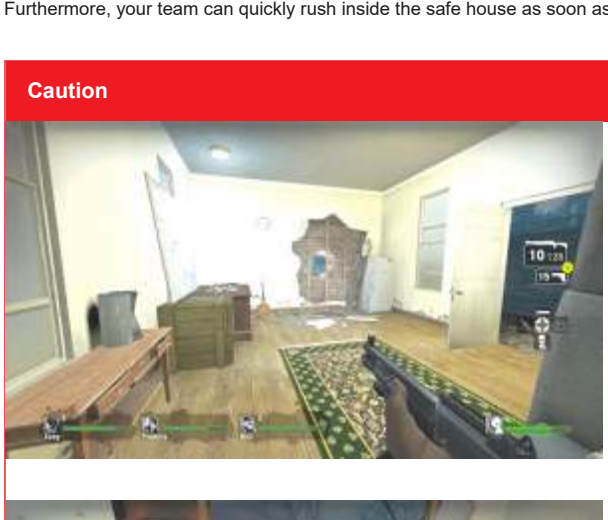


Before the zombies arrive, decide where your team will make a stand. Holding near the safe house door is always a good idea. The large window provides everyone with a clear angle on the attackers outside.

Plus, if you back up into the corner by the safe house door, the infected can only attack from two directions—through the window or through the side room where the ammo and weapons are located.

Furthermore, your team can quickly rush inside the safe house as soon as it opens.

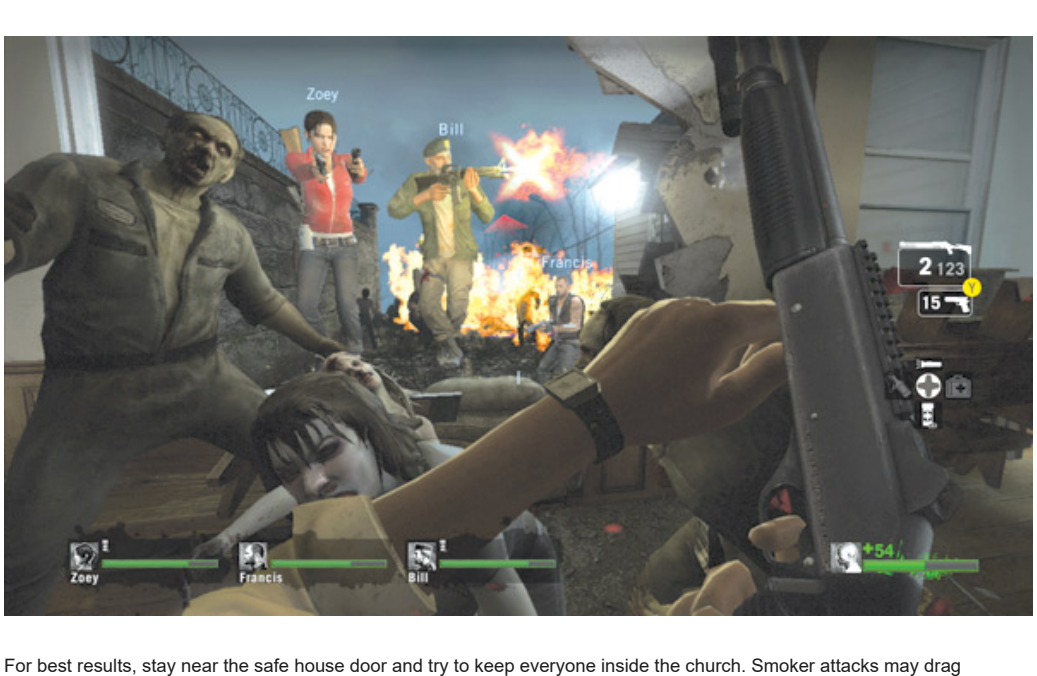
Caution



The side room may seem like an ideal location during the standoff. After all, this is where all the weapons and ammo are. There's even a small porthole in the wall near the refrigerator, ideal for aiming a weapon through.

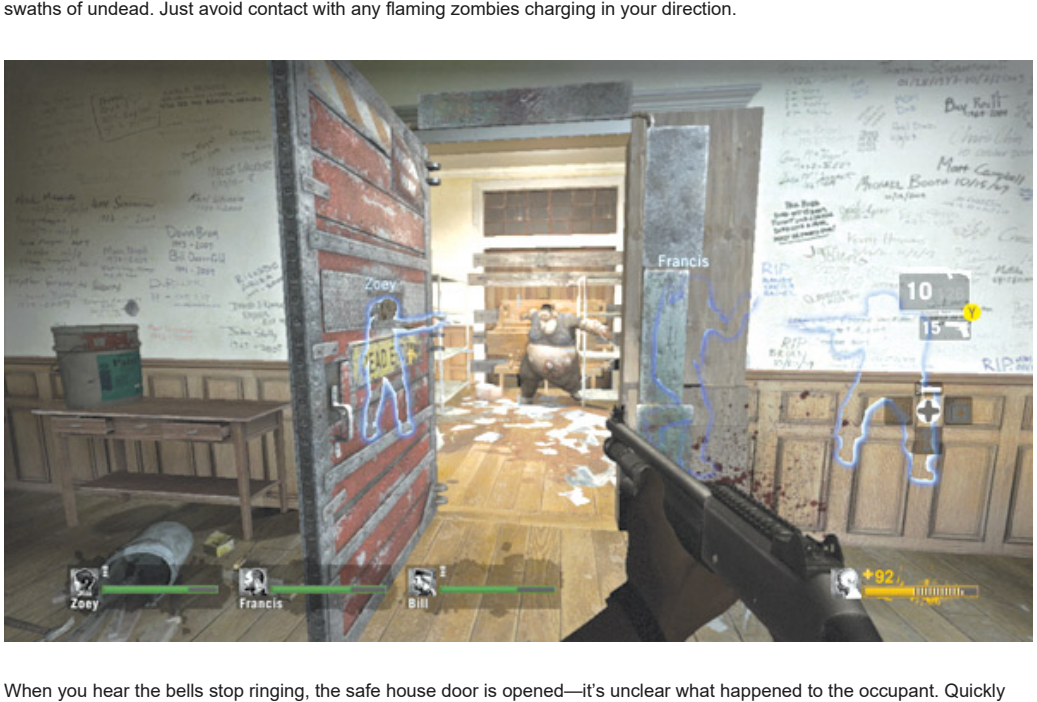
However, that small hole in the wall can become a very large one as the infected begin pounding on the outside wall, quickly making this room a potential deathtrap.

In addition to the newly created entry point, the infected can enter through the side door on the right as well as from the chapel. If your team is organized and covers all these entry points it's possible to withstand the siege, but it won't be easy.



For best results, stay near the safe house door and try to keep everyone inside the church. Smoker attacks may drag survivors outside. If this occurs, move together as a team for the rescue and then get back inside.

Don't forget to shoot any fuel cans or propane tanks your team scattered outside. This is a good way to eliminate large swaths of undead. Just avoid contact with any flaming zombies charging in your direction.



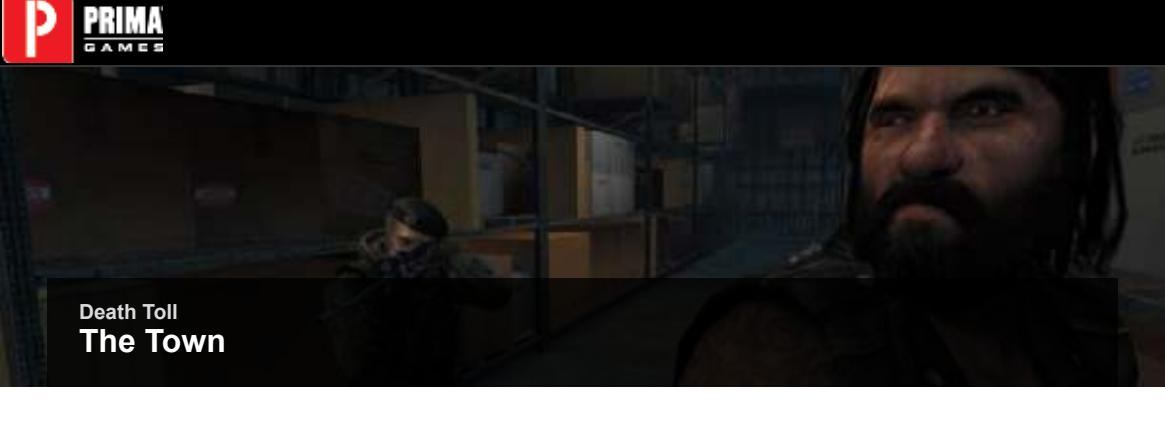
When you hear the bells stop ringing, the safe house door is opened—it's unclear what happened to the occupant. Quickly move to the safe house and get inside. However, watch out for infected that may have entered before you arrived.

Boomers can sometimes spawn in here, making entries a bit tricky.

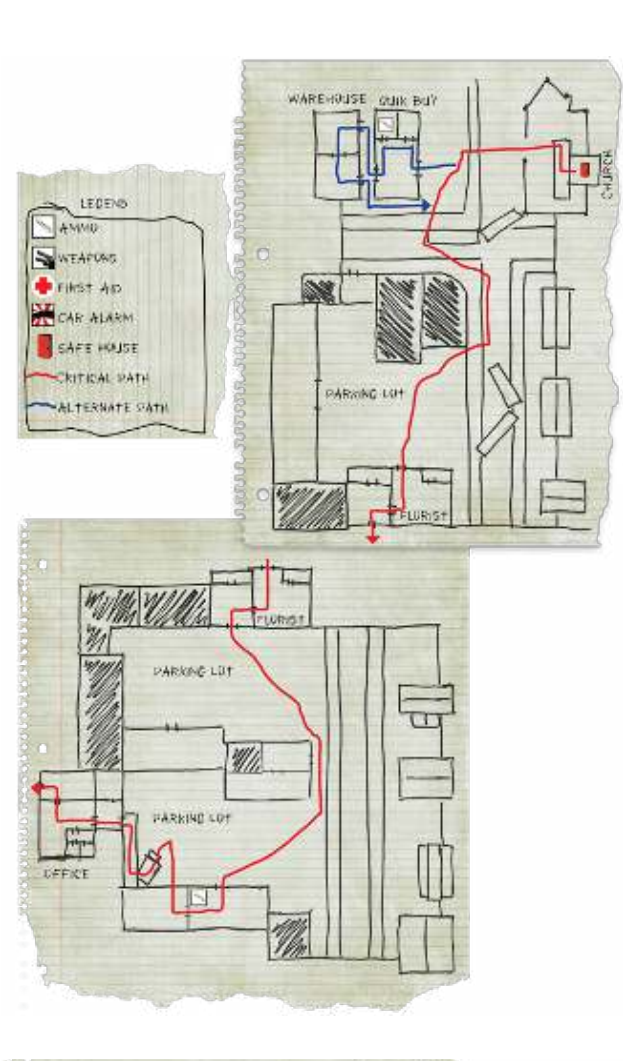
If any of your teammates are sprayed by a Boomer's vomit, quickly blast the bloated fiend, enter the safe house, and slam the door shut before the swarm attack can commence.

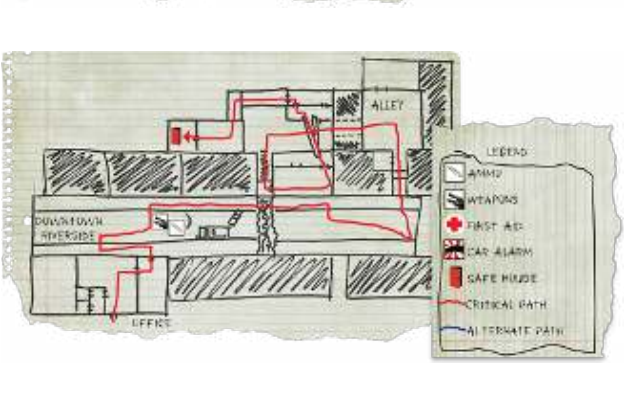
It won't matter if everyone is dripping bile. As long as the safe house door is shut, none of the infected can reach your team. Take a deep breath and get ready to investigate the town of Riverside.

If the scene at the church is any indication, chances of a rescue are looking slim…

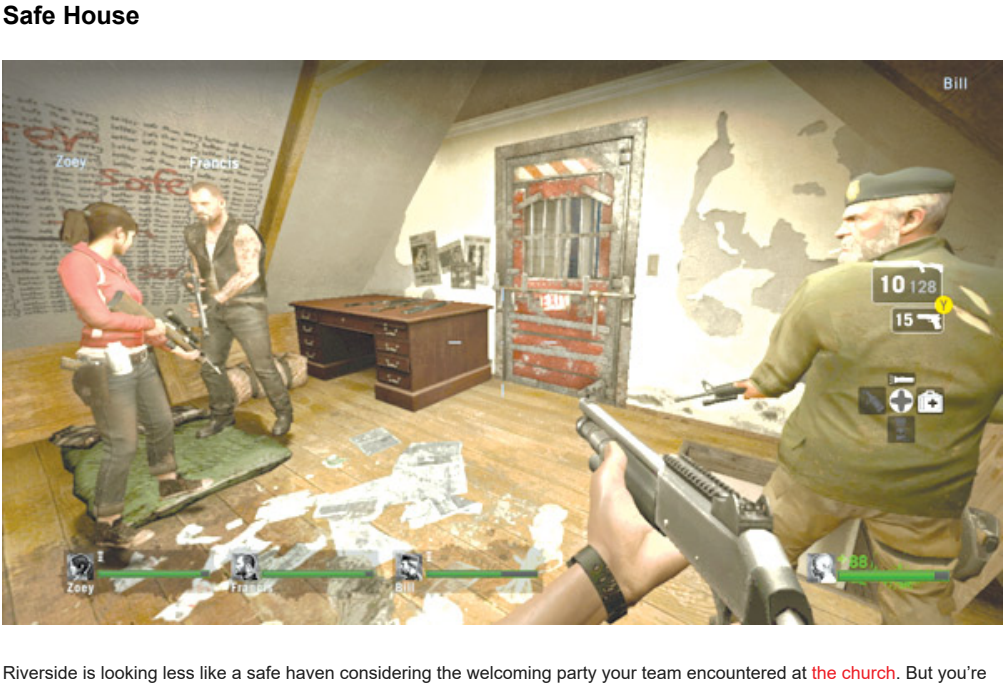


Death Toll
The Town





Safe House

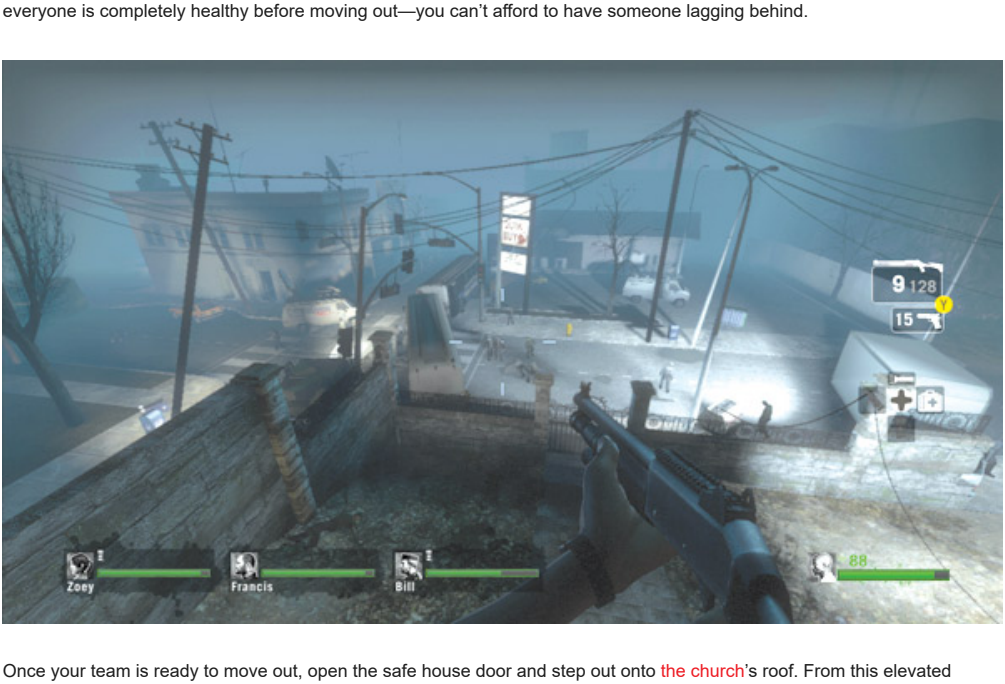


Riverside is looking less like a safe haven considering the welcoming party your team encountered at the church. But you're only on the outskirts of town.

There may be more survivors somewhere else. Plus, you can't stay in the church forever. The last occupant of this room seemed to go crazy, writing "Better safe than sorry" all over the walls.

Climb the ladder to the upper-level attic. This is where all the weapons, ammo, and first aid kits are located. While moving through the town your team will advance through several streets, alleys, and some interiors.

So take along a sniper rifle, two assault rifles, and one auto shotgun to balance out your team's firepower. Also, make sure everyone is completely healthy before moving out—you can't afford to have someone lagging behind.

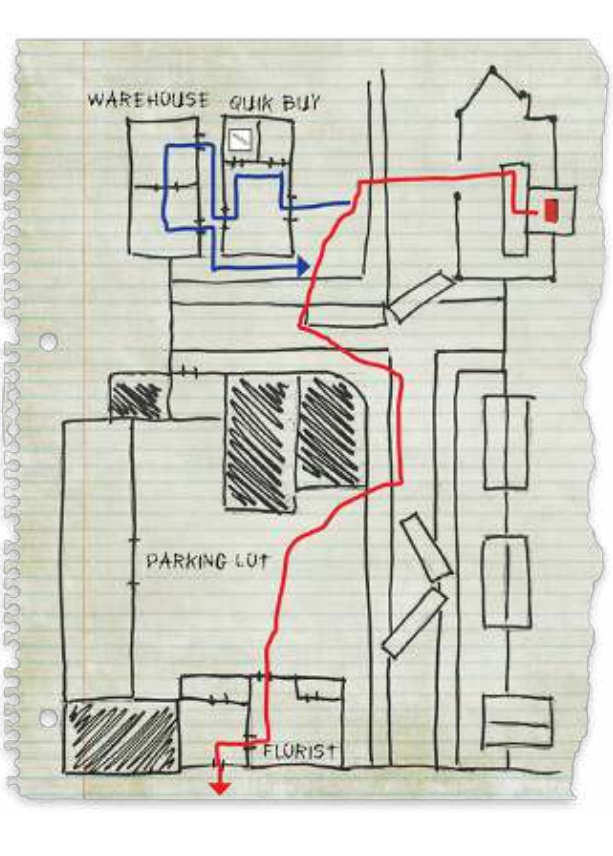


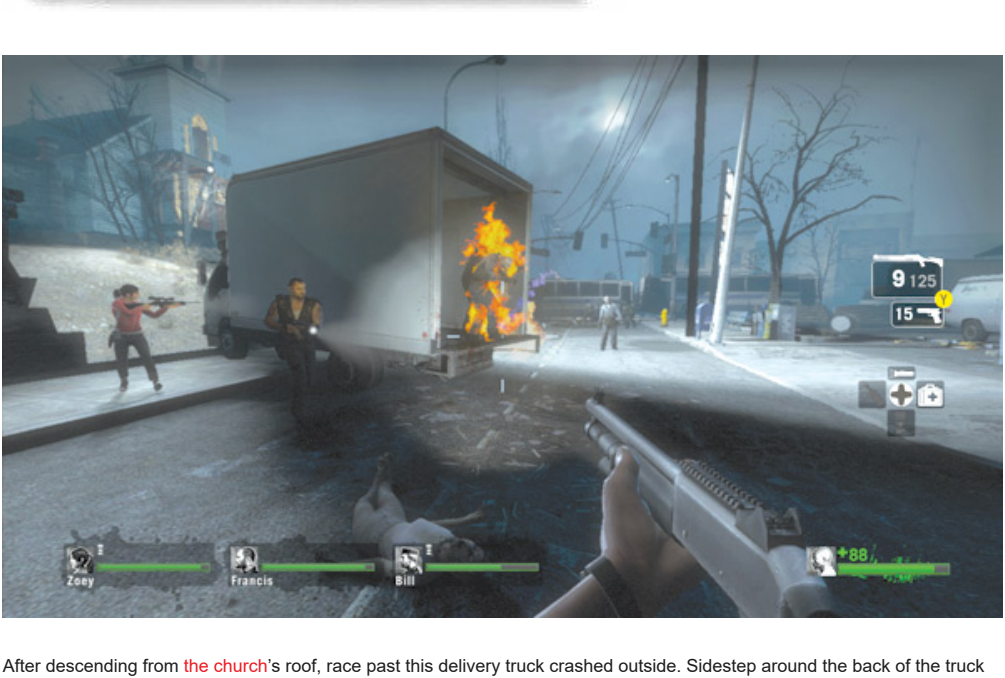
Once your team is ready to move out, open the safe house door and step out onto the church's roof. From this elevated position your team can survey the immediate surroundings—and things don't look good. Dozens of infected wander the streets and businesses below.

Target any infected around the church grounds, but avoid engaging every single visible target. The director continually spawns new infected, so it's impossible to clear this area completely.

So make sure the church grounds are clear, then climb down the ladder on the right and prepare to enter the street.

Quik Buy

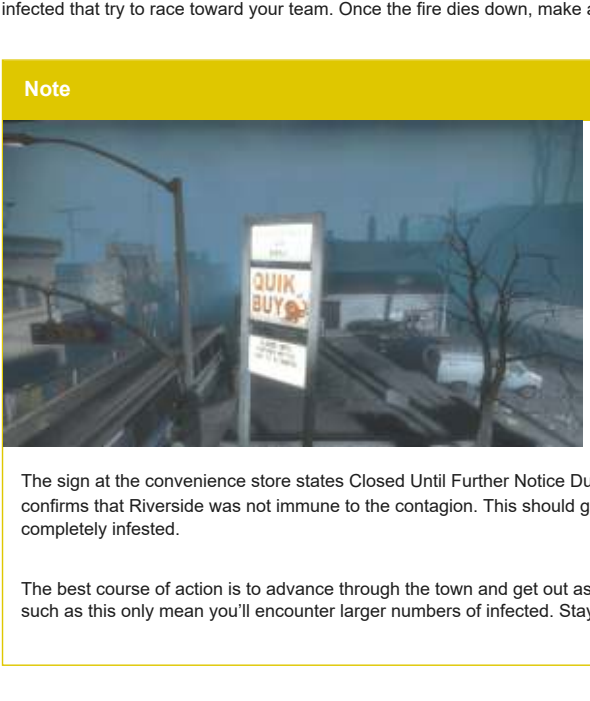




After descending from the church's roof, race past this delivery truck crashed outside. Sidestep around the back of the truck and watch for infected waiting to surprise your team.

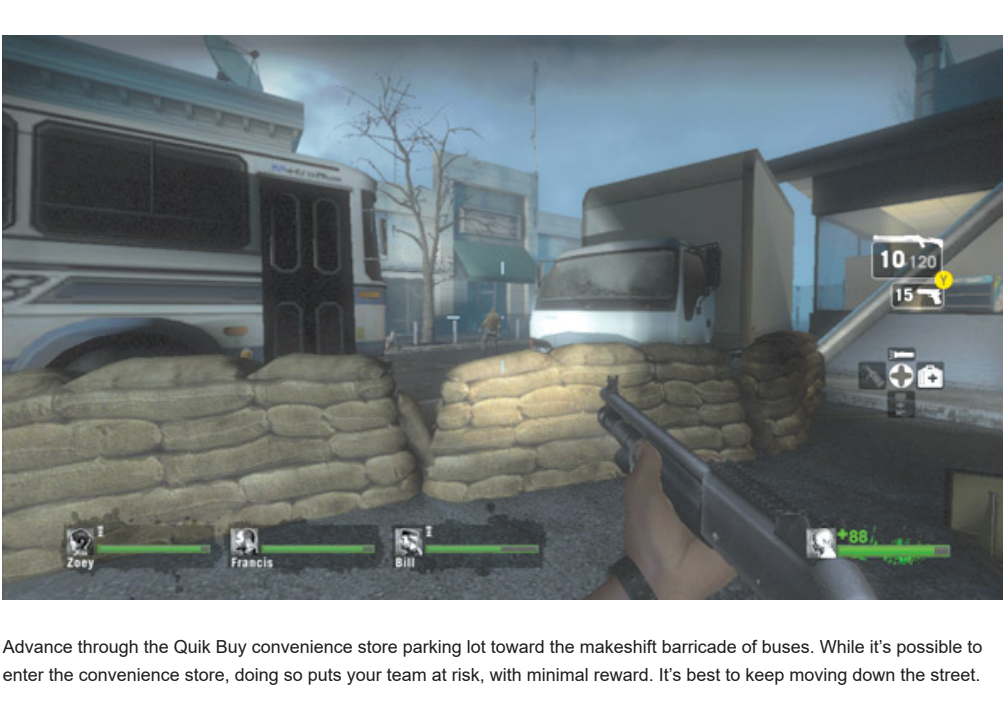
There's usually a fuel can in the back of the truck. Shoot it to create a large wall of fire at the back of the truck, engulfing any infected that try to race toward your team. Once the fire dies down, make a break for the Quik Buy parking lot.

Note



The sign at the convenience store states Closed Until Further Notice Due to Sickness. Although brief, this statement confirms that Riverside was not immune to the contagion. This should give your team ample warning that the town is completely infected.

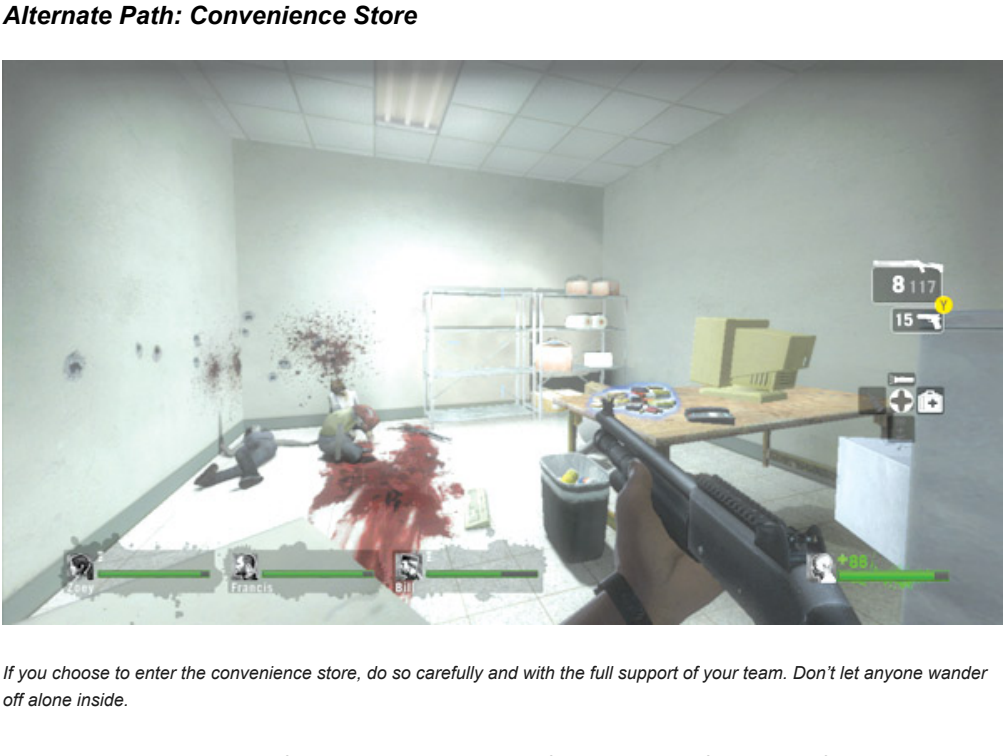
The best course of action is to advance through the town and get out as quickly as possible. Large population centers such as this only mean you'll encounter larger numbers of infected. Stay alert and keep moving!



Advance through the Quik Buy convenience store parking lot toward the makeshift barricade of buses. While it's possible to enter the convenience store, doing so puts your team at risk, with minimal reward. It's best to keep moving down the street.

Look for this low sandbag barricade between one of the buses and a white delivery truck, not far from the convenience store's entrance. Simply hop over this low wall and continue down the street.

Alternate Path: Convenience Store



If you choose to enter the convenience store, do so carefully and with the full support of your team. Don't let anyone wander off alone inside.

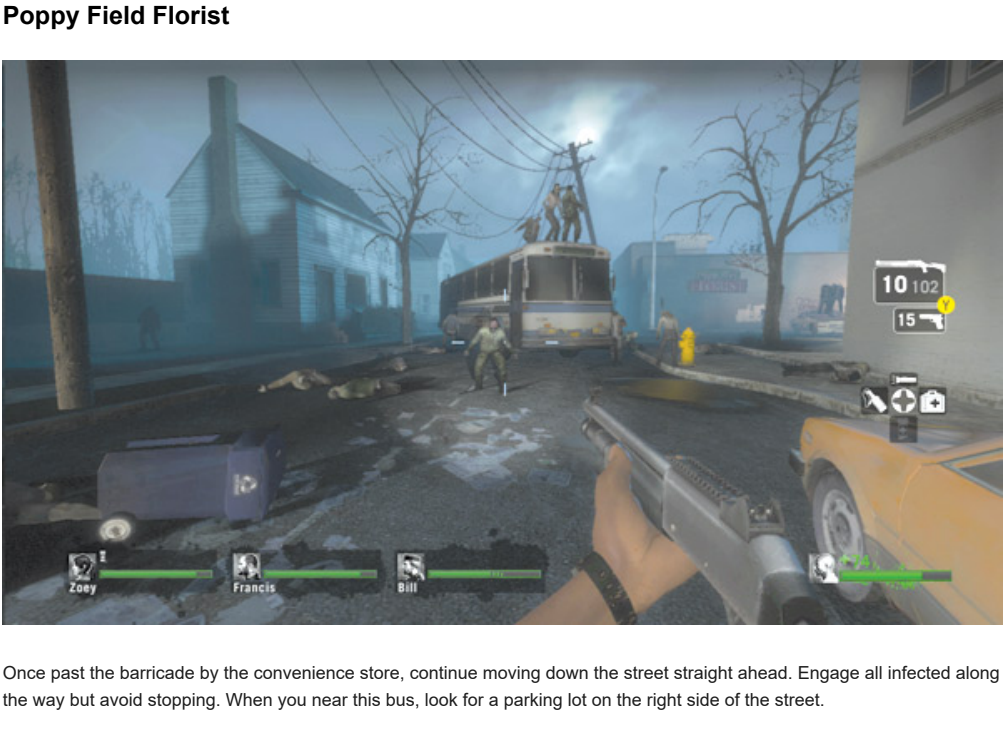
There are likely several common infected inside, and maybe even a few bosses looking for easy prey. If you want to stock up on ammo, there's a stash in the office near the counter. An auto shotgun usually lies on the floor nearby.

A narrow alley behind the convenience store provides access to a small warehouse. Don't bother investigating this area. While there may be a few supplies inside the warehouse, they're not worth the risk of encountering large swarms of infected.

Entering the convenience store or warehouse doesn't get your team any closer to the end of the level. These are just dead-end side paths. So think twice before moving in this direction.

If you need ammo, raid the office in the convenience store and get back to the parking lot.

Poppy Field Florist

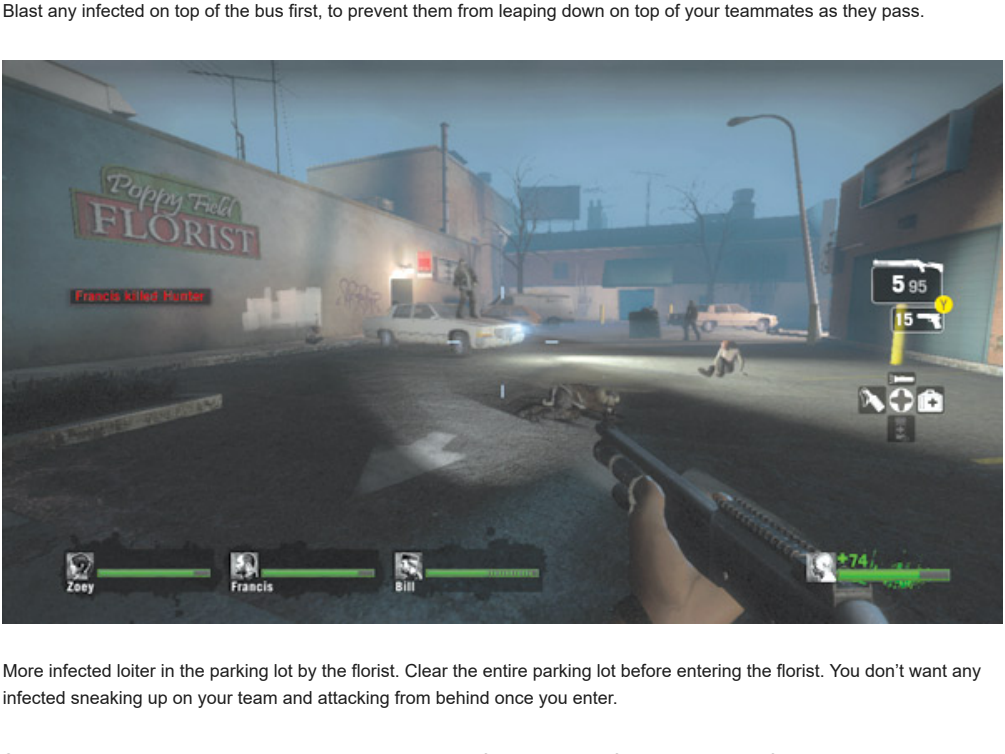


Once past the barricade by the convenience store, continue moving down the street straight ahead. Engage all infected along the way but avoid stopping. When you near this bus, look for a parking lot on the right side of the street.

The street ahead is blocked by a chain-link fence, but you can continue your progress by moving through the Poppy Field Florist.

The florist's rear entrance is accessible from this parking lot. But be careful when maneuvering past this bus on the way to the parking lot.

Blast any infected on top of the bus first, to prevent them from leaping down on top of your teammates as they pass.

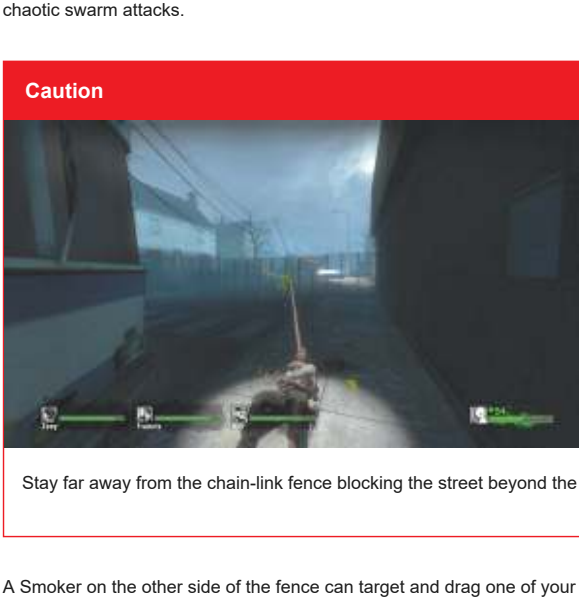


More infected loiter in the parking lot by the florist. Clear the entire parking lot before entering the florist. You don't want any infected sneaking up on your team and attacking from behind once you enter.

Swarm attacks can also be a threat in the parking lot, with infected attacking from all directions. If this occurs, stay together and stand back to back with each teammate covering a different direction.

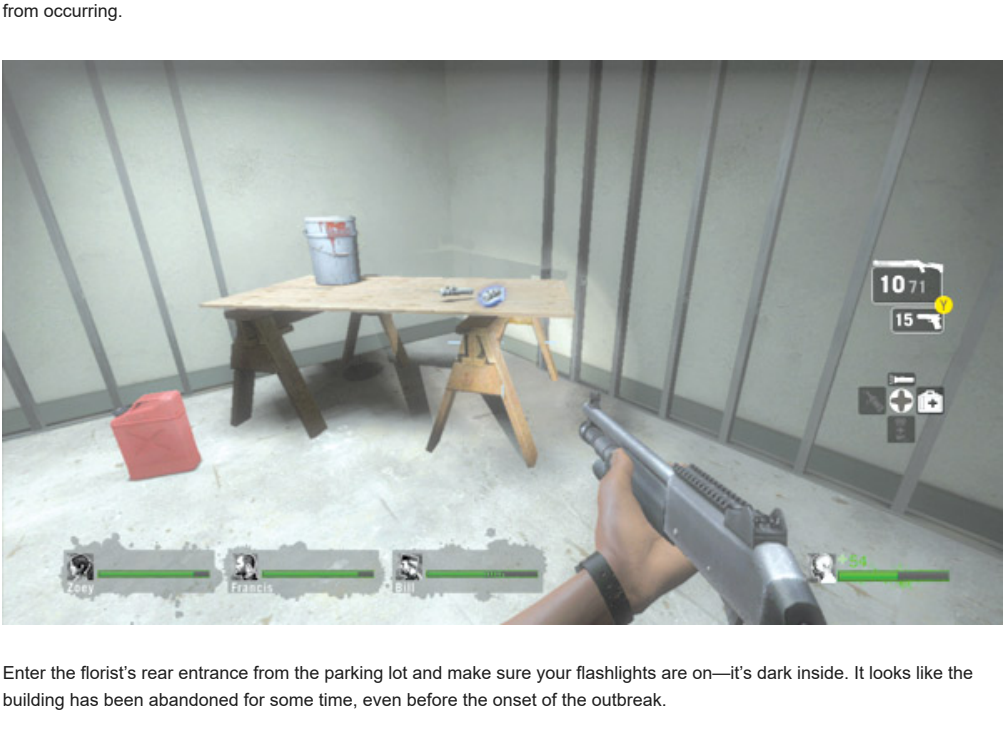
This not only allows you to cover multiple angles, it also prevents you from shooting each other—a common problem during chaotic swarm attacks.

Caution

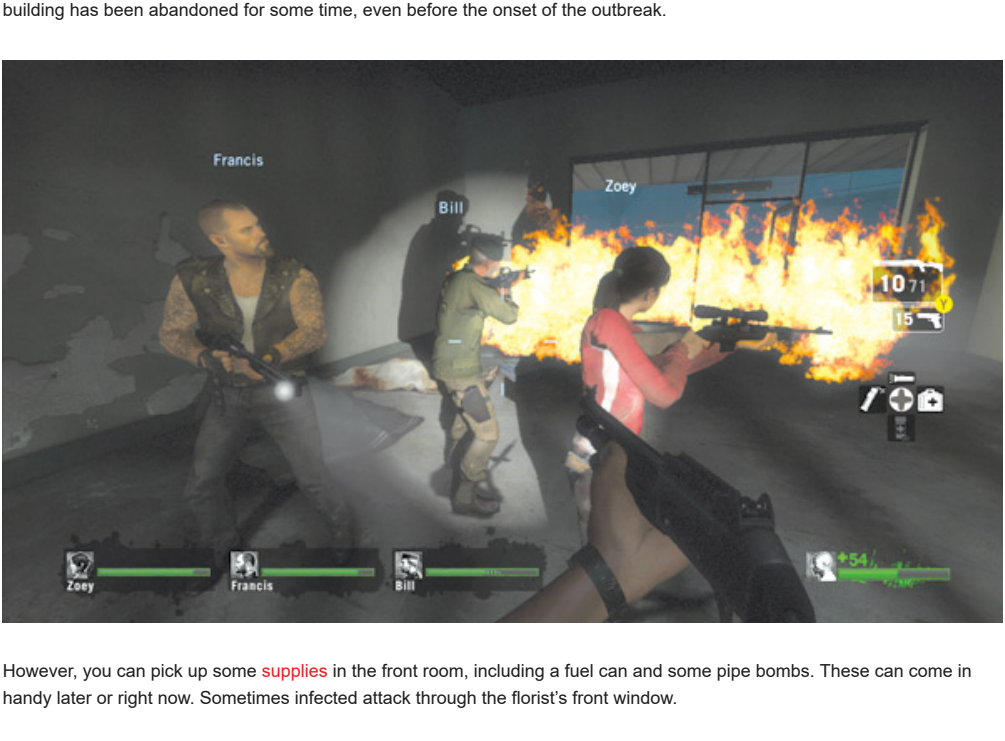


Stay far away from the chain-link fence blocking the street beyond the parking lot.

A Smoker on the other side of the fence can target and drag one of your teammates up against the fence to be constricted and then possibly pummeled by common infected. Simply keeping your distance from the fence will prevent such attacks from occurring.



Enter the florist's rear entrance from the parking lot and make sure your flashlights are on—it's dark inside. It looks like the building has been abandoned for some time, even before the onset of the outbreak.

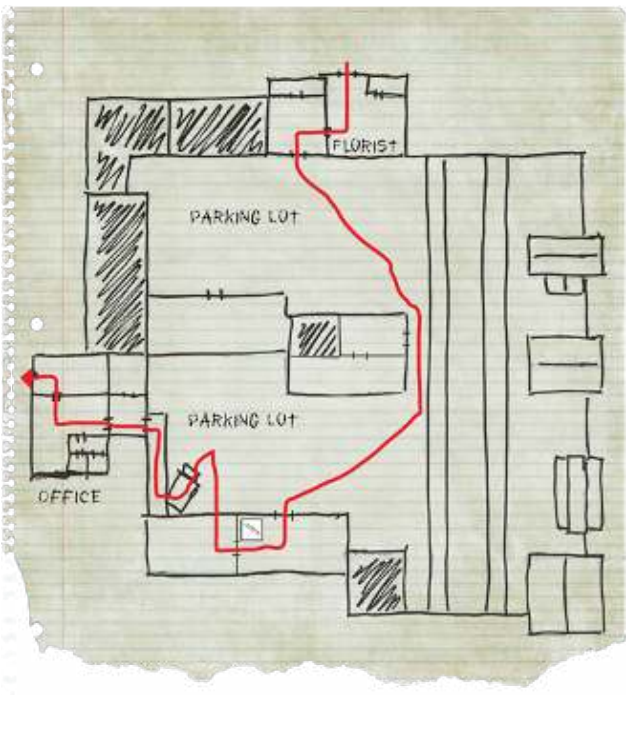


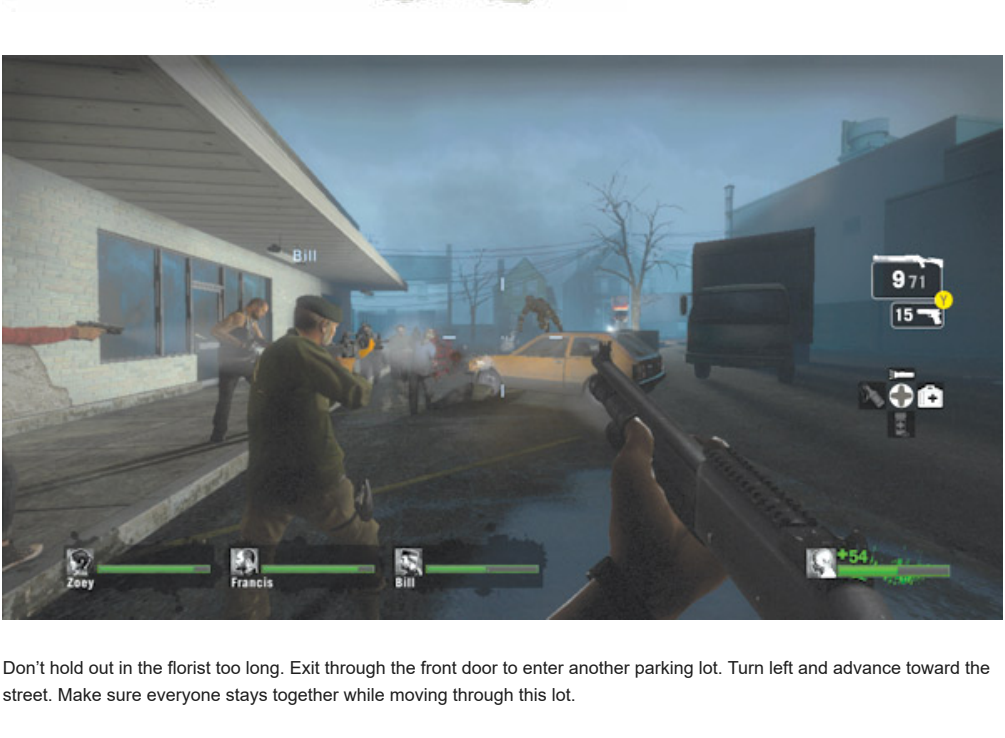
However, you can pick up some supplies in the front room, including a fuel can and some pipe bombs. These can come in handy later or right now. Sometimes infected attack through the florist's front window.

If this happens, toss the fuel can outside and blast it to create a fiery barrier between your team and the infected. But while focusing on the front entrance, be sure more infected don't sneak up behind your team from the rear parking lot.

Even if you cleared the lot earlier, the director may spawn more undead.

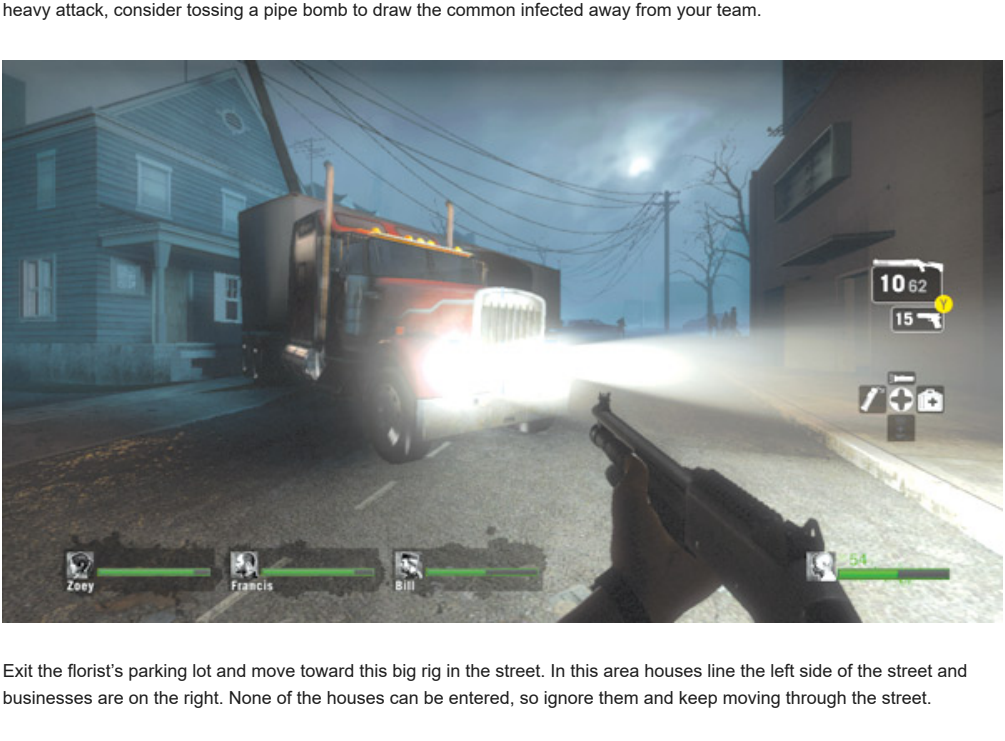
Parking Lots





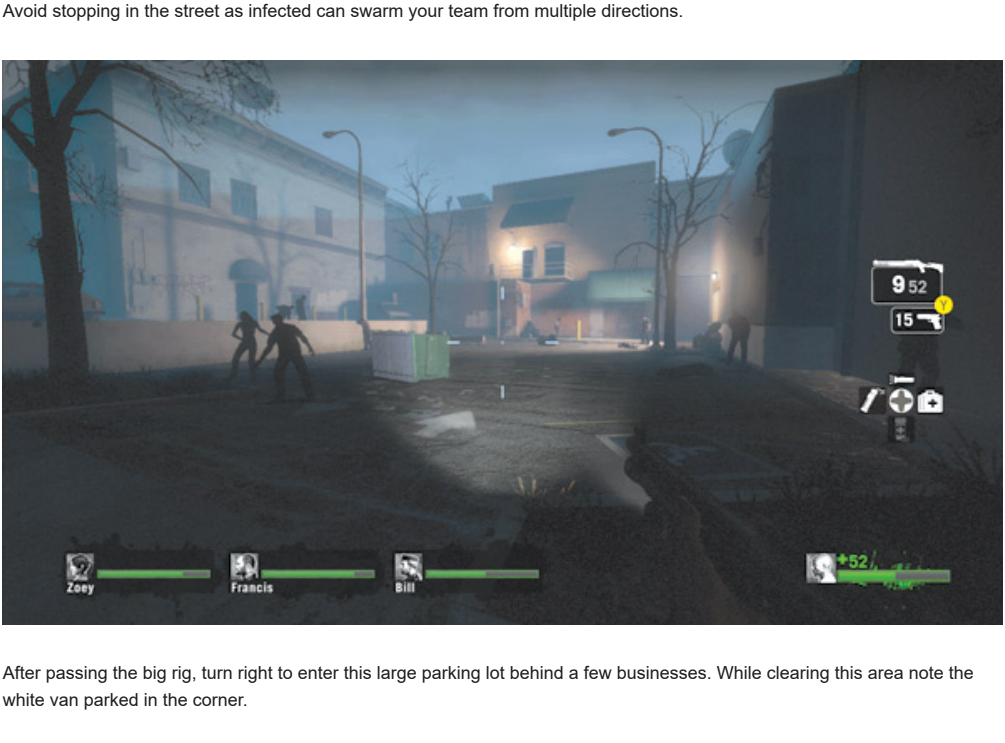
Don't hold out in the florist too long. Exit through the front door to enter another parking lot. Turn left and advance toward the street. Make sure everyone stays together while moving through this lot.

There are likely several common infected as well as a few bosses hiding among the vehicles here. If your team comes under heavy attack, consider tossing a pipe bomb to draw the common infected away from your team.



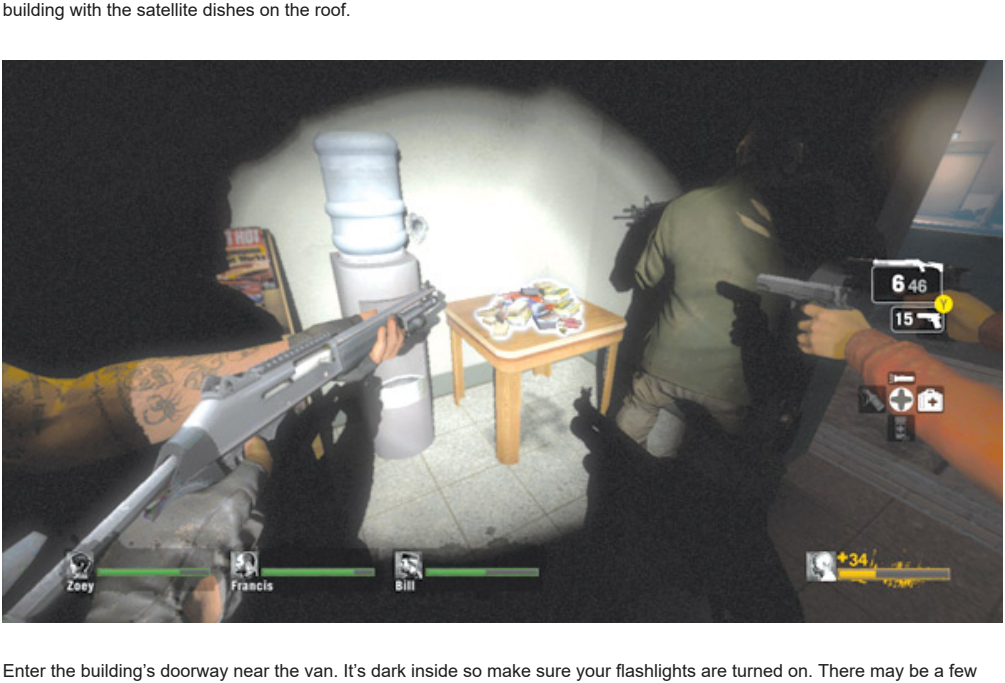
Exit the florist's parking lot and move toward this big rig in the street. In this area houses line the left side of the street and businesses are on the right. None of the houses can be entered, so ignore them and keep moving through the street.

To the right of the big rig is a small office and garage. This can be a good place to stop if any of your teammates need to heal. Avoid stopping in the street as infected can swarm your team from multiple directions.



After passing the big rig, turn right to enter this large parking lot behind a few businesses. While clearing this area note the white van parked in the corner.

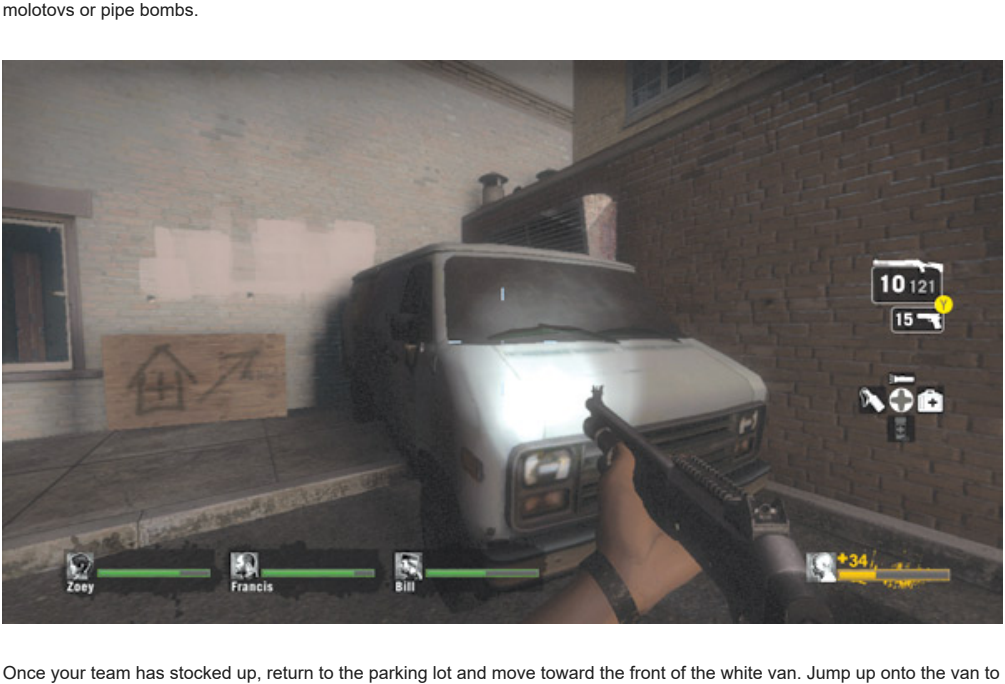
Your team must climb atop this van to reach the next area. But bypass the van for now and head toward the light-brick building with the satellite dishes on the roof.



Enter the building's doorway near the van. It's dark inside so make sure your flashlights are turned on. There may be a few infected inside, so hold at the doorway and clear out any hostiles lurking in the corners.

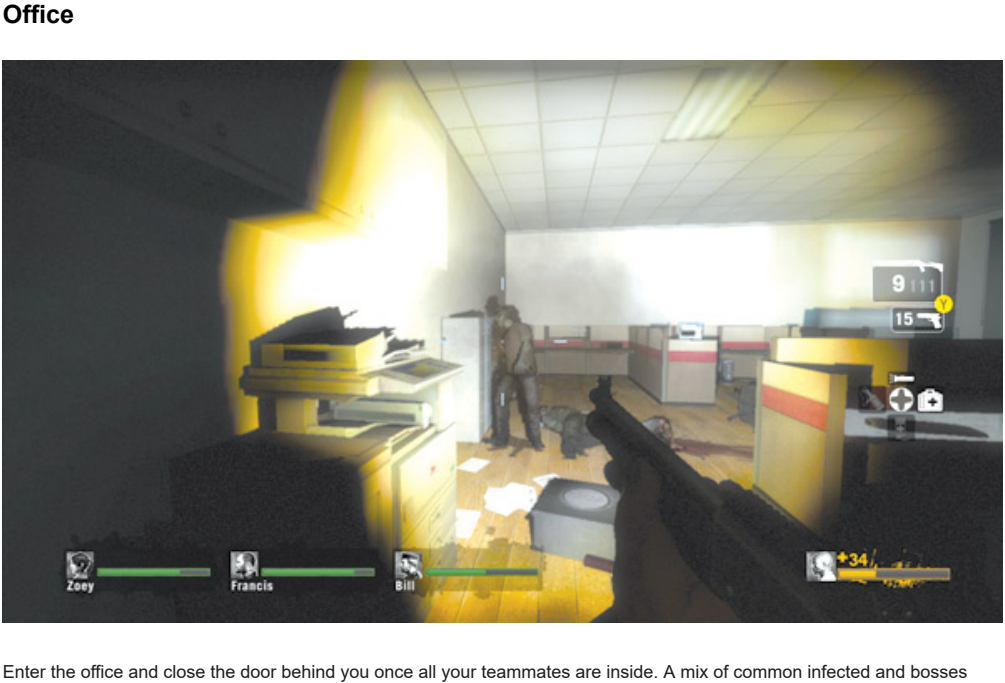
When it's clear, enter the building, close the door, and turn right to find some ammo resting on this table. Reload your weapon, then grab some ammo.

Make sure everyone gets a chance to stock up before moving out. The adjoining room may hold some more supplies, like molotovs or pipe bombs.



Once your team has stocked up, return to the parking lot and move toward the front of the white van. Jump up onto the van to reach the upper-level walkway to the right. Follow the walkway to an open door leading into a second-floor office.

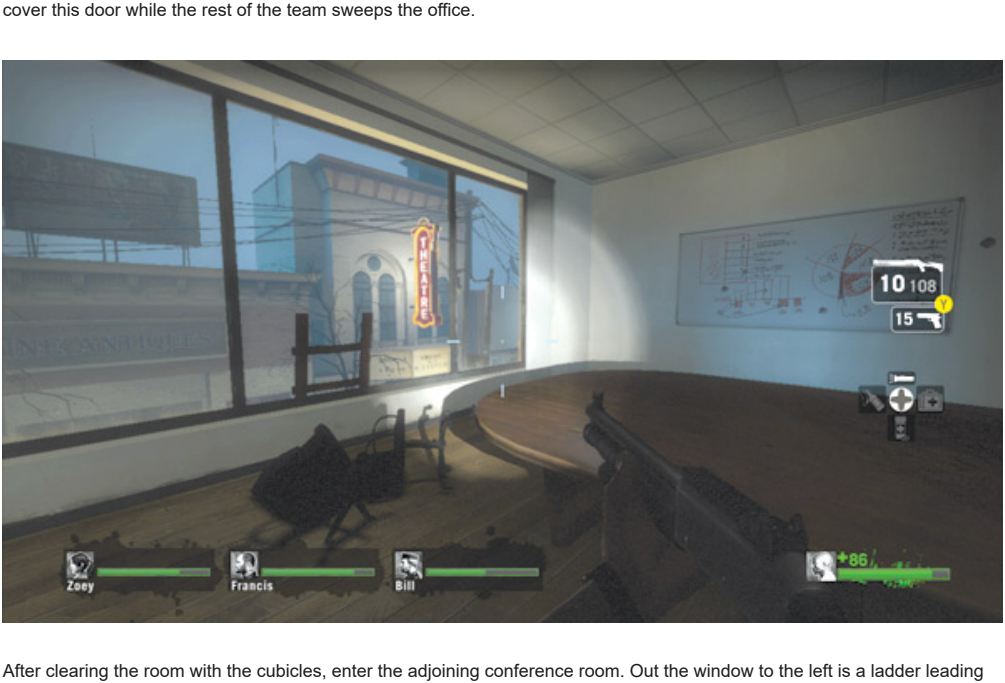
Office



Enter the office and close the door behind you once all your teammates are inside. A mix of common infected and bosses may inhabit this building, so stay on guard, particularly while sweeping the room filled with cubicles.

Don't get separated checking all the side rooms. Stay together and sweep the office for infected. Also, watch for infected rushing through the same doorway you entered.

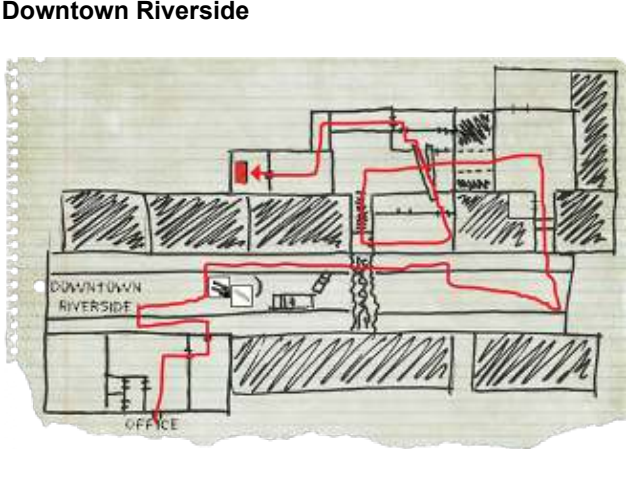
Even if you closed the door, the infected can still break in and attack your team from behind. Consider having one teammate cover this door while the rest of the team sweeps the office.

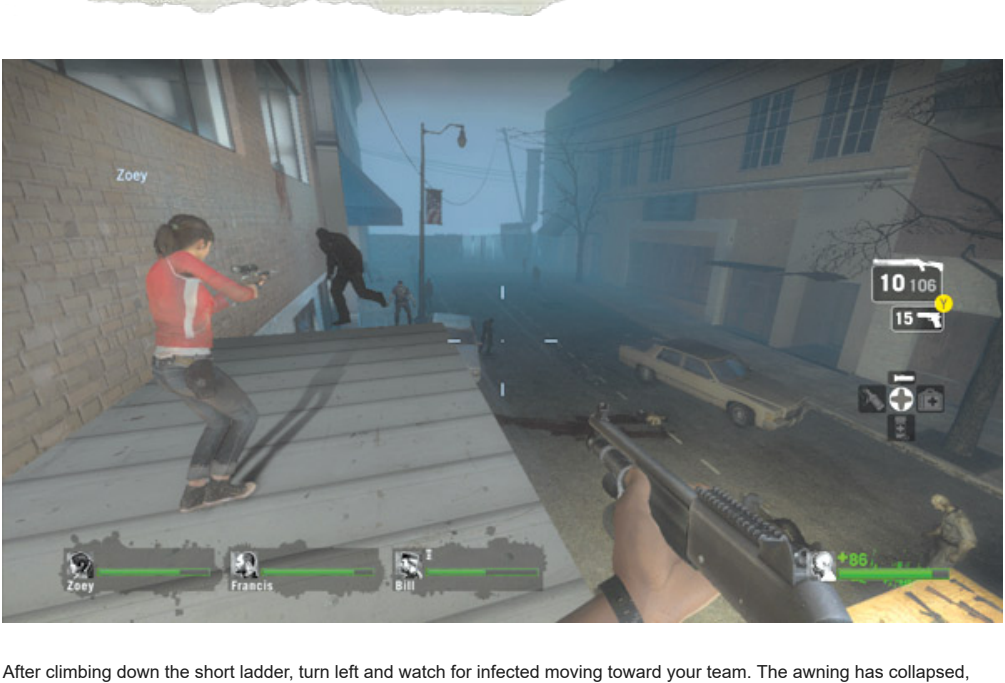


After clearing the room with the cubicles, enter the adjoining conference room. Out the window to the left is a ladder leading down to an awning. This is the only way out of the office.

Make sure your team is together before climbing down. Before leaving, fire down on any infected wandering the street below. Once it's relatively clear, climb down the ladder, one after another.

Downtown Riverside

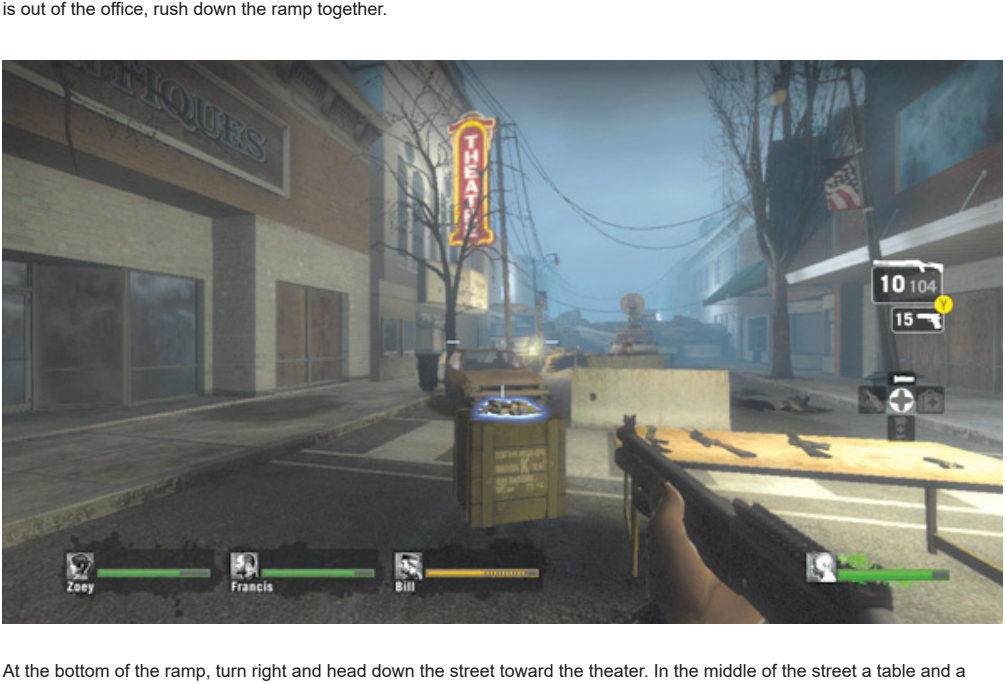




After climbing down the short ladder, turn left and watch for infected moving toward your team. The awning has collapsed, creating a makeshift ramp to the sidewalk below.

This provides an easy way to reach the street without taking fall damage, but it also gives the infected a clear path to your team as it exits the office.

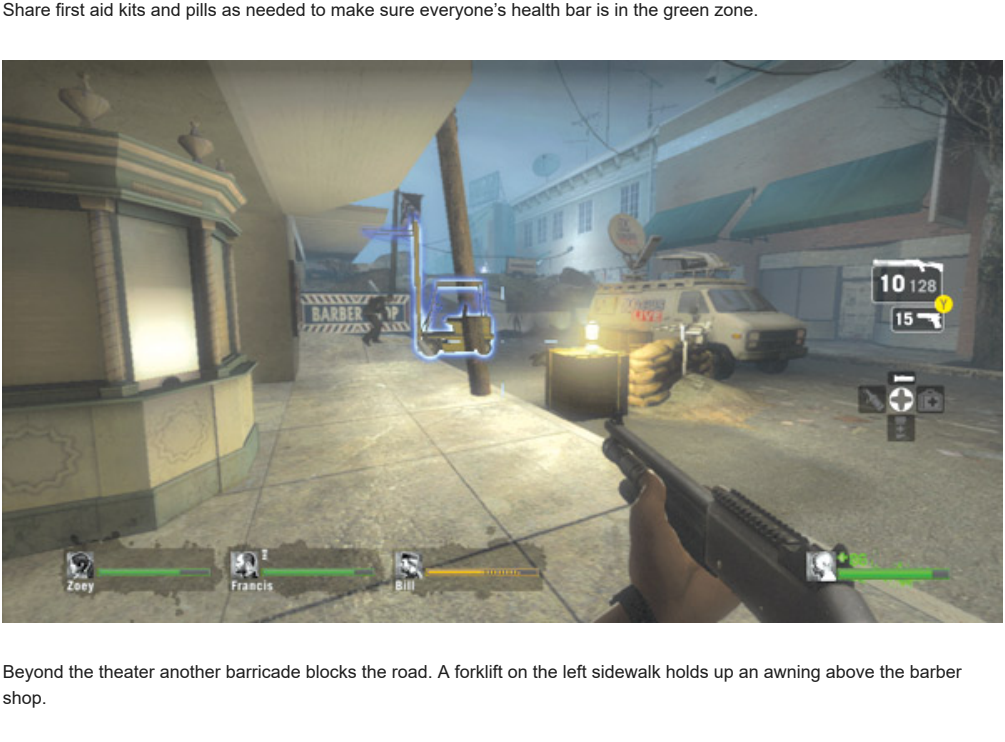
So as soon as you descend the ladder, establish a defensive line, blasting any infected that rush up the ramp. Once everyone is out of the office, rush down the ramp together.



At the bottom of the ramp, turn right and head down the street toward the theater. In the middle of the street a table and a couple of crates hold ammo and weapons. Take a few seconds to stock up and change your weapon load-out.

For the next phase of this level your team is best equipped with assault rifles and auto shotguns—two of each. Now's a good time to heal, too. Your team should be at full health before triggering the swarm attack farther down the street.

Share first aid kits and pills as needed to make sure everyone's health bar is in the green zone.



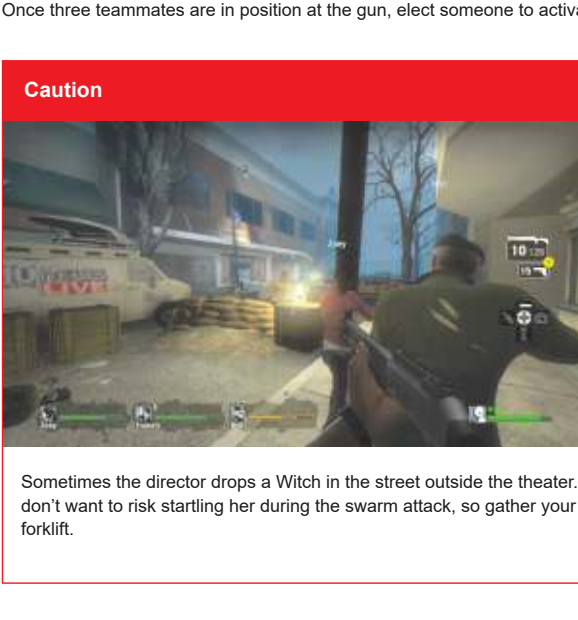
Beyond the theater another barricade blocks the road. A forklift on the left sidewalk holds up an awning above the barber shop.

By interacting with the forklift you can lower the awning, creating a ramp to the other side of the barricade. But the sound of the forklift triggers a swarm attack, so make sure your team is ready to hold off a large swarm before you even touch the forklift.

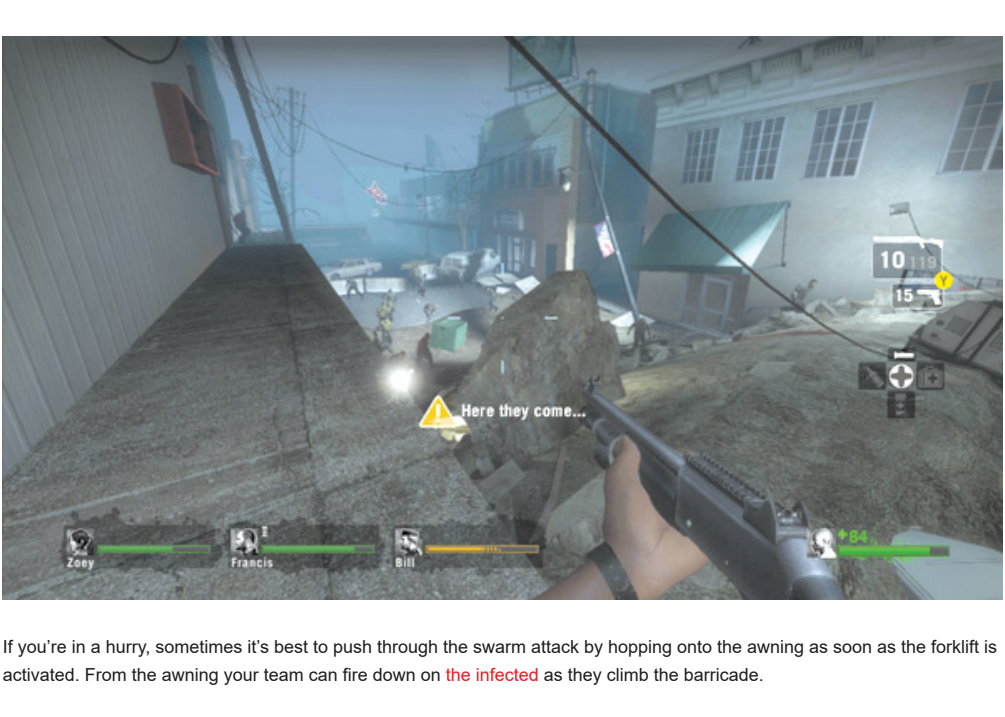
The nearby mini gun aimed toward the barricade can come in handy for mowing down the incoming horde. Consider setting up a defense around the mini gun, with one teammate operating it while the others cover the flanks.

Once three teammates are in position at the gun, elect someone to activate the forklift.

Caution



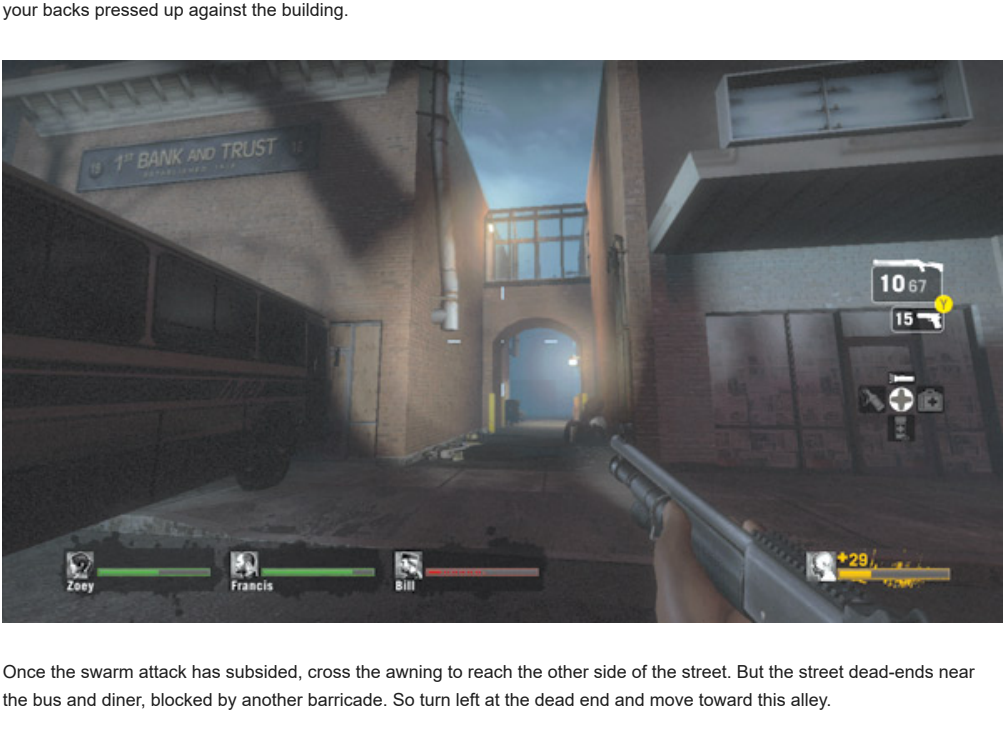
Sometimes the director drops a Witch in the street outside the theater. While it's usually possible to sneak past her, you don't want to risk startling her during the swarm attack, so gather your team and kill her quickly before activating the forklift.



If you're in a hurry, sometimes it's best to push through the swarm attack by hopping onto the awning as soon as the forklift is activated. From the awning your team can fire down on the infected as they climb the barricade.

This sort of aggressive approach can help prevent your team from getting surrounded at the mini gun.

By holding on this elevated position all your team has to do is cover both ends of the awning and the barricade while keeping your backs pressed up against the building.

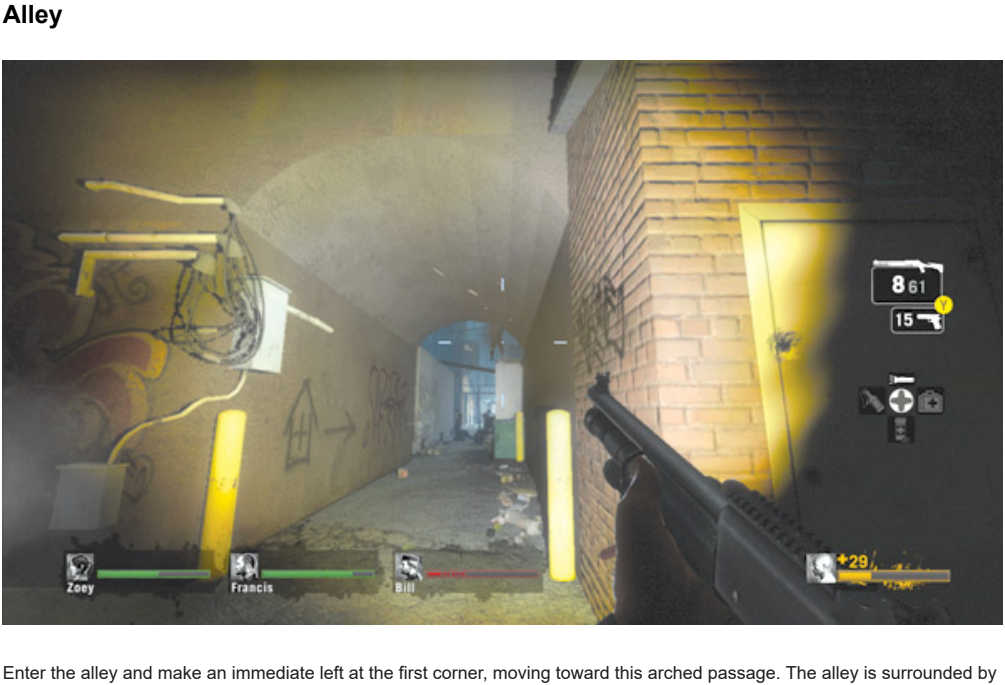


Once the swarm attack has subsided, cross the awning to reach the other side of the street. But the street dead-ends near the bus and diner, blocked by another barricade. So turn left at the dead end and move toward this alley.

Before entering, make sure everyone is together and in good health. You'll need everyone to stick together while moving through the alley toward the safe house.

Anyone lagging behind due to injuries is a liability, so share any pills or first aid kits to heal your teammates.

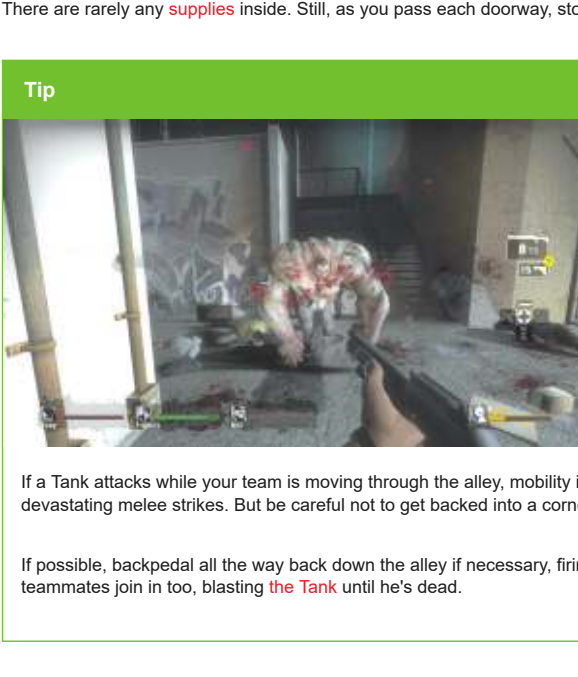
Alley



Enter the alley and make an immediate left at the first corner, moving toward this arched passage. The alley is surrounded by a few side rooms. Don't get sidetracked by checking all of them.

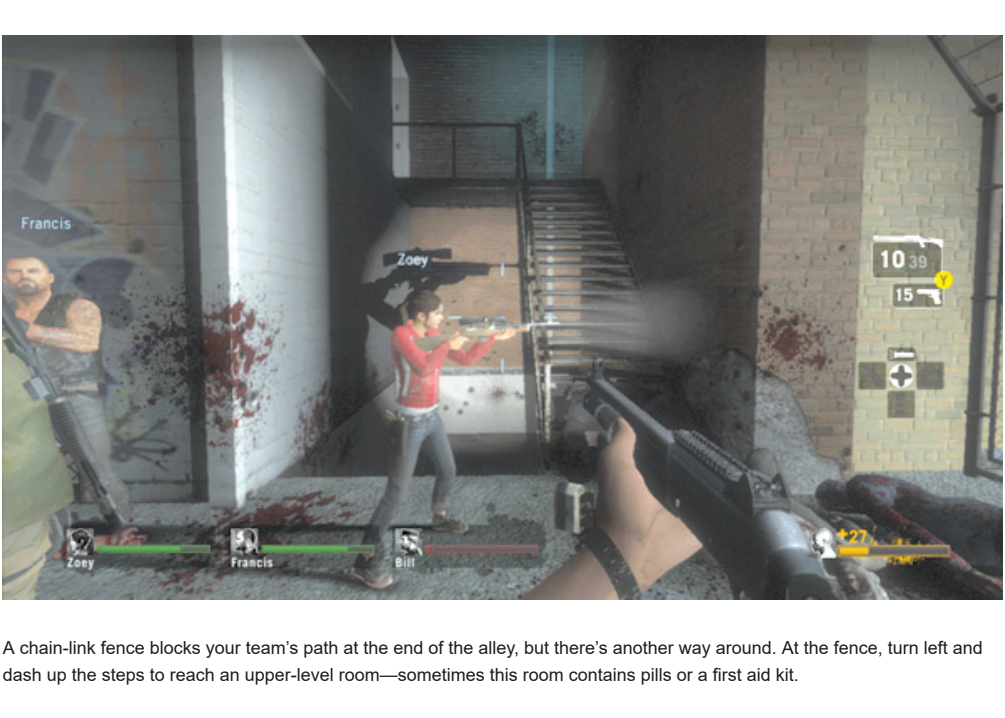
There are rarely any supplies inside. Still, as you pass each doorway, stop long enough to blast any infected inside.

Tip



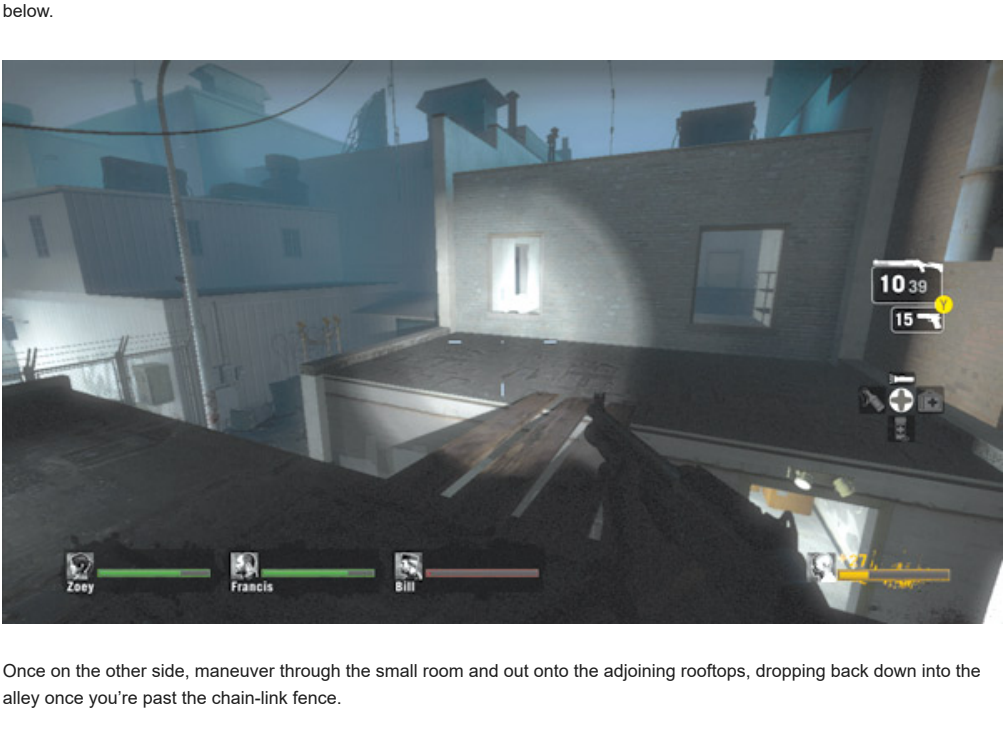
If a Tank attacks while your team is moving through the alley, mobility is your best ally. Backpedal while firing to avoid his devastating melee strikes. But be careful not to get backed into a corner.

If possible, backpedal all the way back down the alley if necessary, firing on the Tank the entire time. Make sure your teammates join in too, blasting the Tank until he's dead.



A chain-link fence blocks your team's path at the end of the alley, but there's another way around. At the fence, turn left and dash up the steps to reach an upper-level room—sometimes this room contains pills or a first aid kit.

From the upper-level room, smash one of the two windows and carefully cross these wooden planks spanning the alley below.



Once on the other side, maneuver through the small room and out onto the adjoining rooftops, dropping back down into the alley once you're past the chain-link fence.

This little obstacle course can really slow down your team, so make sure you know the fastest way through this section.

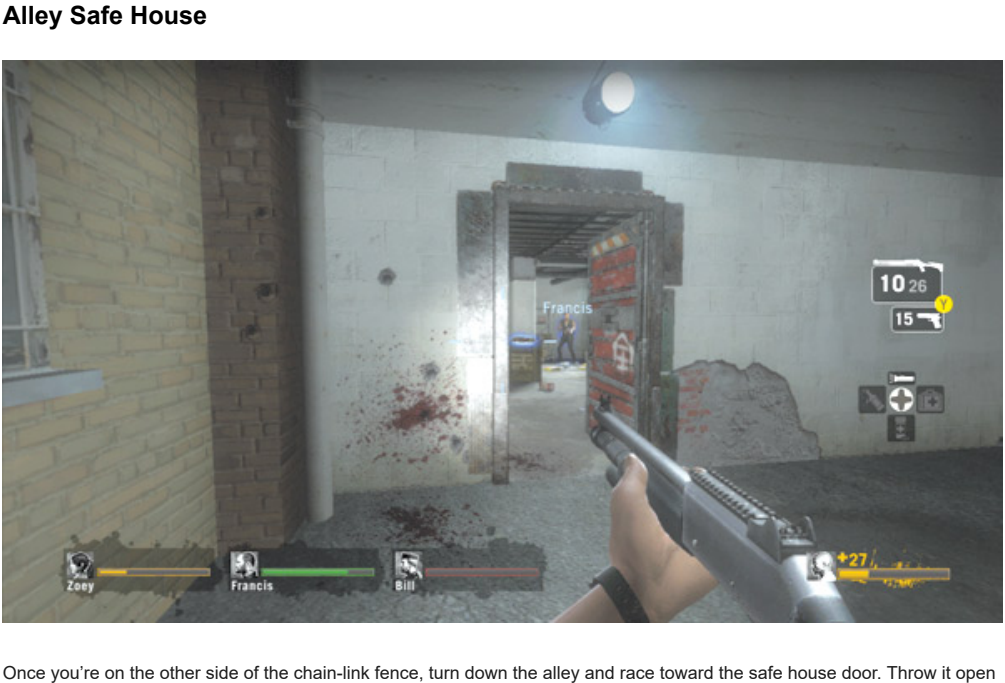
Otherwise your team can get pinned here for several minutes trying to find the way to the safe house, becoming easy prey for the infected. For this reason, the most experienced player should lead the team through this section.

If your team moves quickly and sticks together you can navigate this area in a few seconds.

Caution

After passing the fence on the upper level, make sure everyone is together before dropping down into the alley at the same time. If a teammate gets pinned or incapacitated on the other side of the fence, there's no way to climb back over to help.

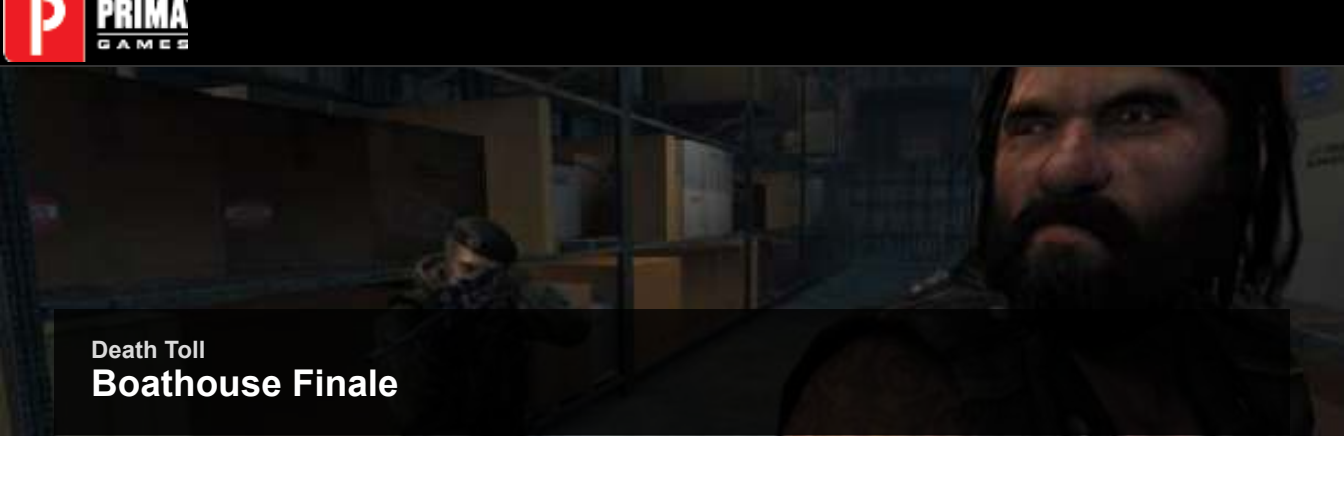
Alley Safe House



Once you're on the other side of the chain-link fence, turn down the alley and race toward the safe house door. Throw it open and provide cover while the rest of your team files inside. Watch the area around the chain-link fence for Smokers.

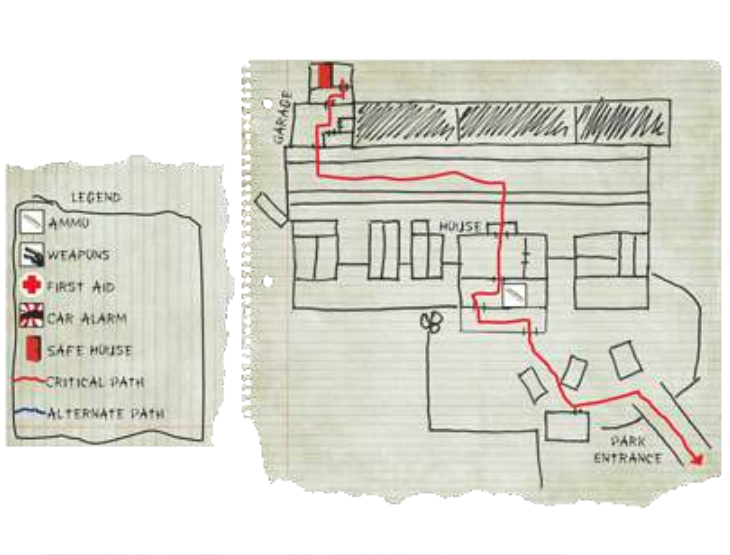
A Smoker on the opposite side of the fence can snare your teammates as they rush toward the safe house. Be ready to assist if this occurs, striking the Smoker's tongue with melee attacks before your teammate is constricted up against the fence.

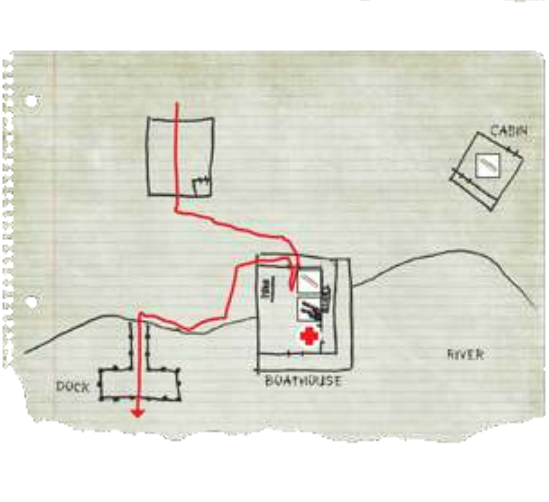
Get inside the safe house and slam the door shut once everyone is inside to prevent further last-ditch attacks by the infected. It's time to get out of town!



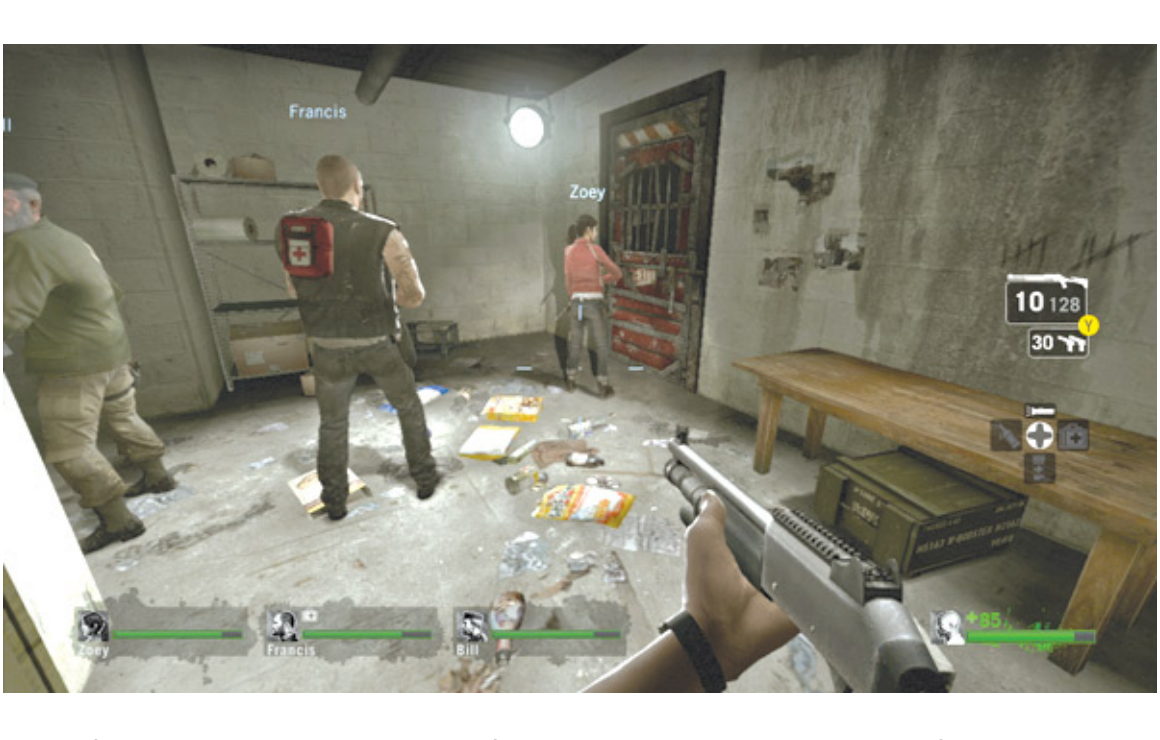
Death Toll

Boathouse Finale





Safe House

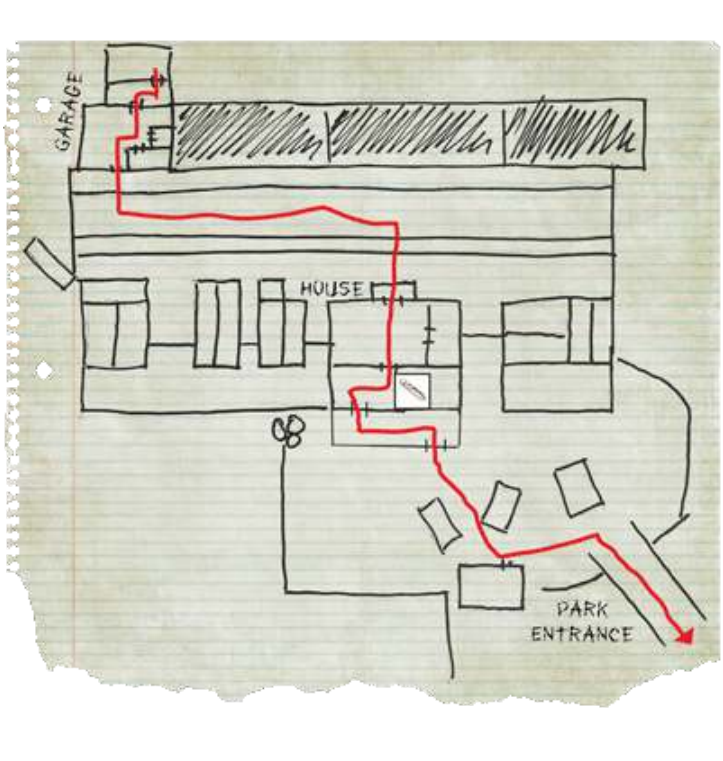


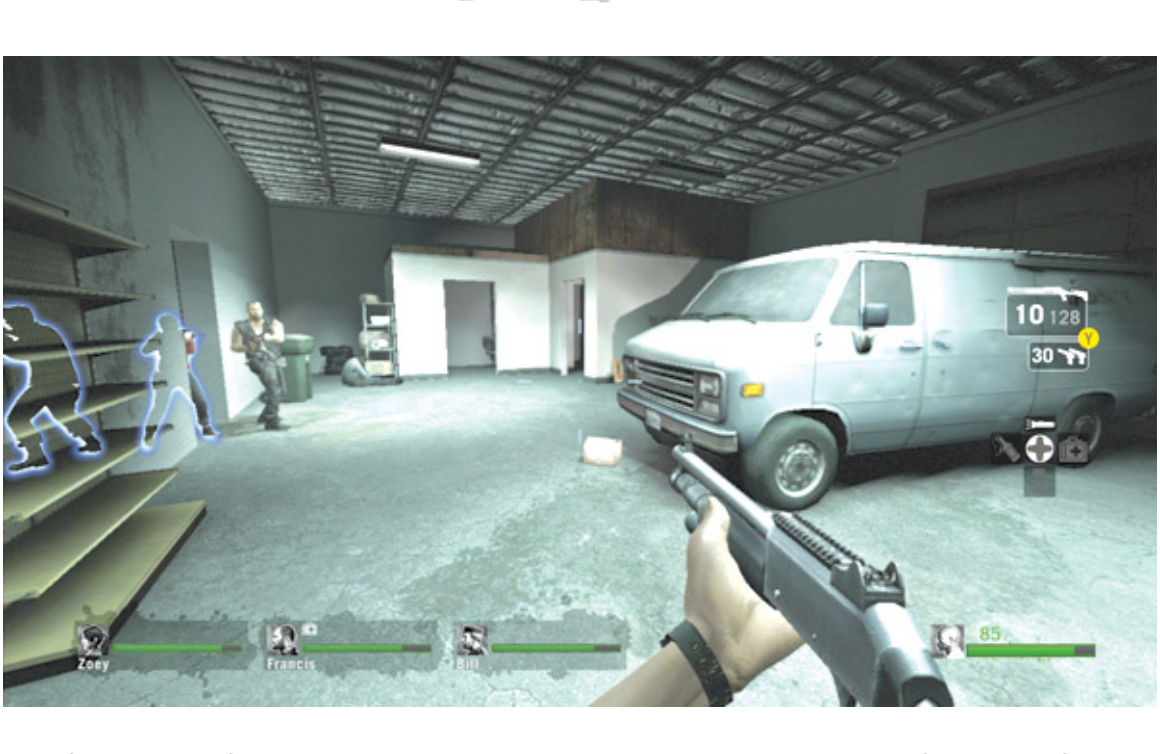
The hopeful rumors about Riverside turned out to be false. The town is completely overrun. Now what? There's a chance your team can secure rescue if you reach the river. If anyone escaped Riverside, they were most likely evacuated by boat.

If evacs are still underway, you may be able to hitch a ride. But don't get ahead of yourself. Use this opportunity to select weapons, stock up on ammo, and heal.

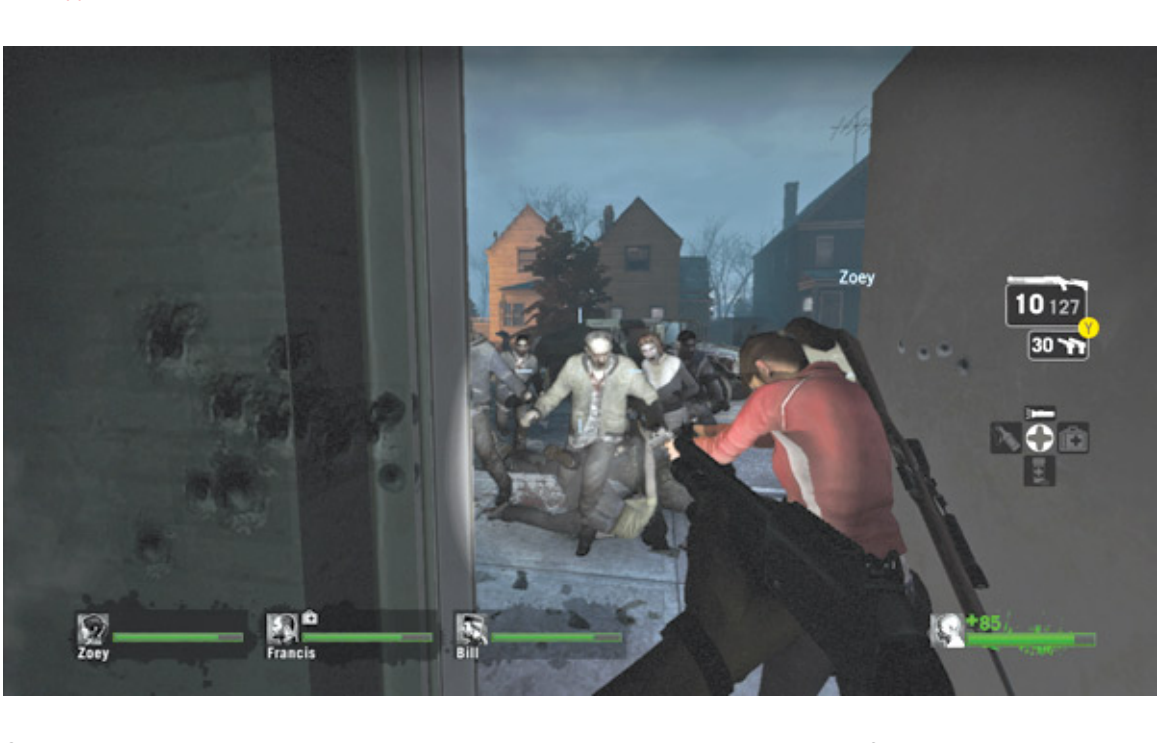
Round out your team's weaponry by equipping two assault rifles, one auto shotgun, and a sniper rifle. This will give your team adequate firepower to reach the river. Once everyone is geared up and healed, open the safe house door.

Garage





The safe house is part of a commercial garage with a white van parked inside. There may also be a few common infected lurking in the corners. There's only one exit, and the door's closed, so take a few seconds to sweep the garage for threats and supplies.

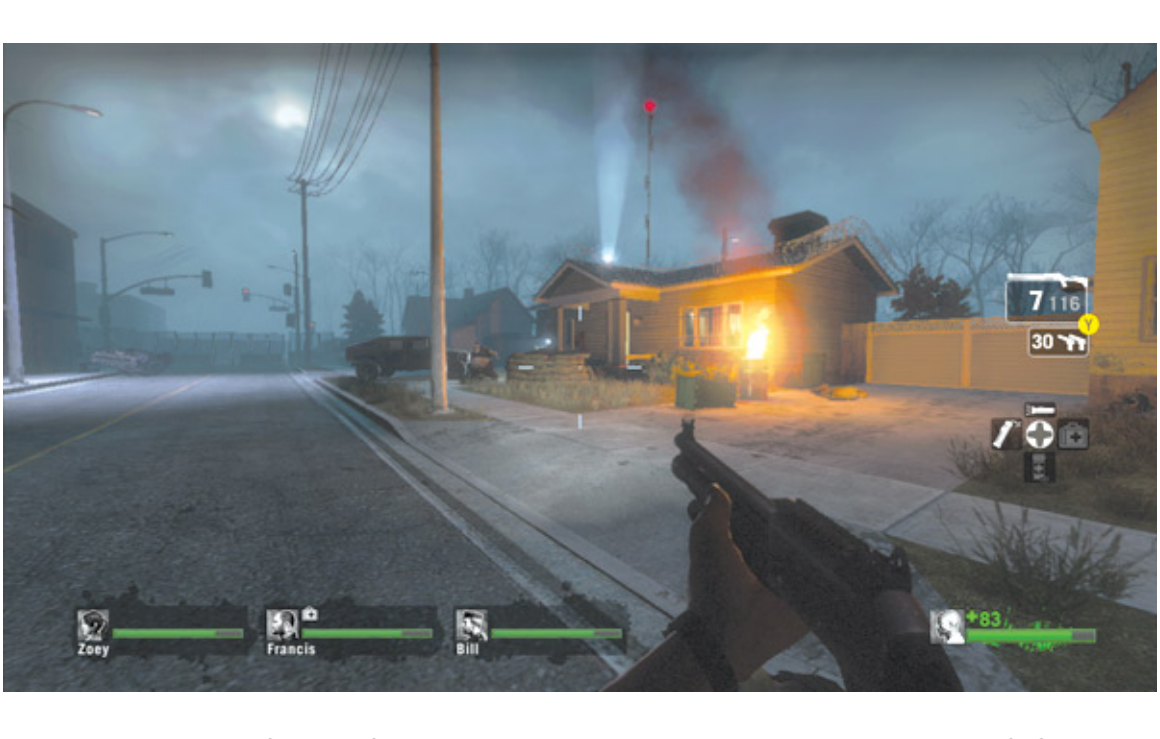


Once the garage is clear, cautiously open the door leading out into the street. The simple act of opening the door may trigger a swarm attack, so be ready to step back into the garage and hold off the attackers at the doorway.

This doorway is the perfect choke point, allowing your team to focus all their fire at the incoming horde. Just make sure you don't shoot each other. Place two teammates at the front in a crouched stance while two teammates fire over their shoulders.

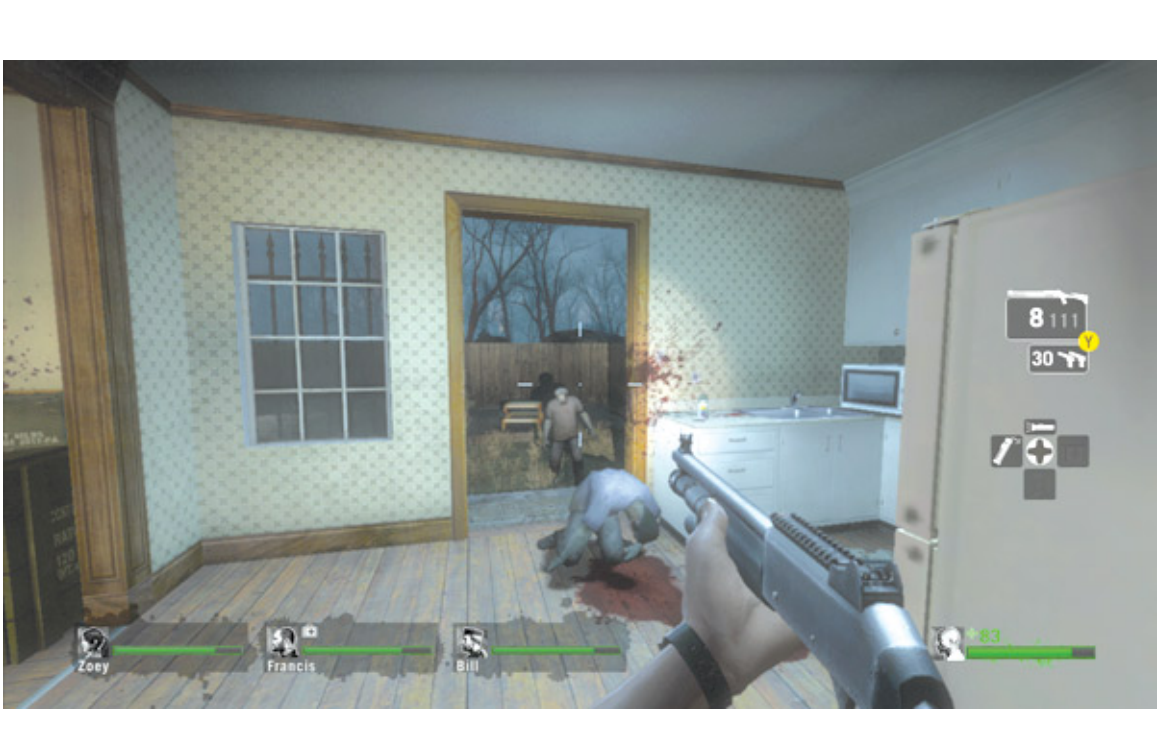
This way everyone can contribute. Once the attack subsides, peek out of the door and try to draw more zombies within range.

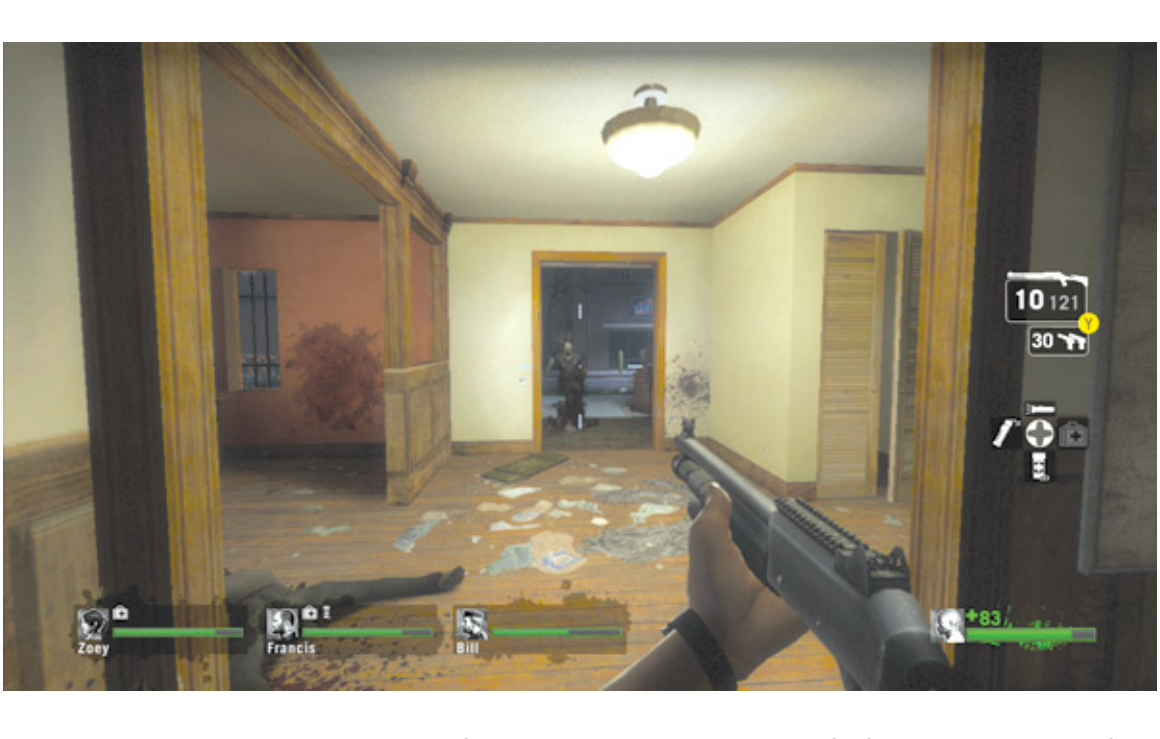
House



Because you cleared most of the street from the garage, the path to this nearby house should be relatively safe. Still, stay together and make a direct advance for the house's front door.

Along the way look for pickups on or around the abandoned military Hummers—you may find some pipe bombs or molotovs.

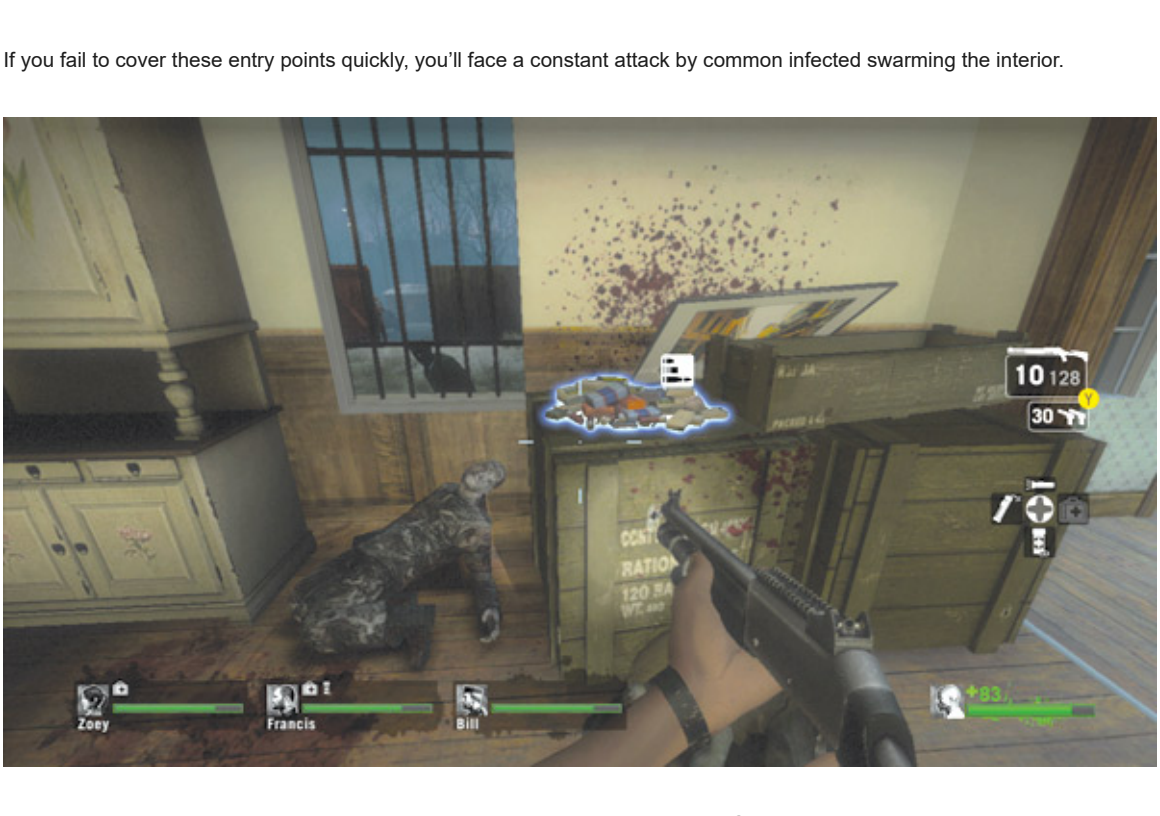




Upon entering the house, immediately set up a defensive perimeter. This house has been fortified, with bars over most of the windows. Given the barbed wire on the roof and the ammo inside, it looks like this house was used by the military.

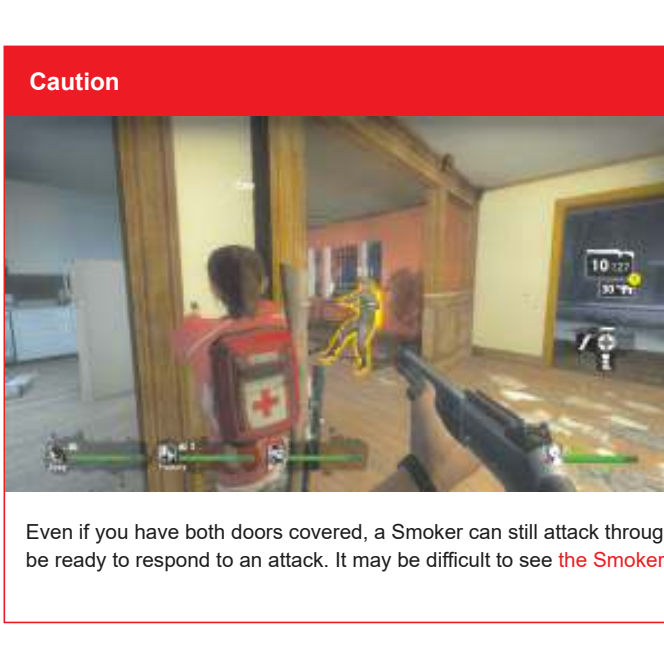
The only entry points are the front door (where you entered) and the back door by the kitchen. Have two teammates, each equipped with either an auto shotgun or an assault rifle, cover these doors at all times.

If you fail to cover these entry points quickly, you'll face a constant attack by common infected swarming the interior.

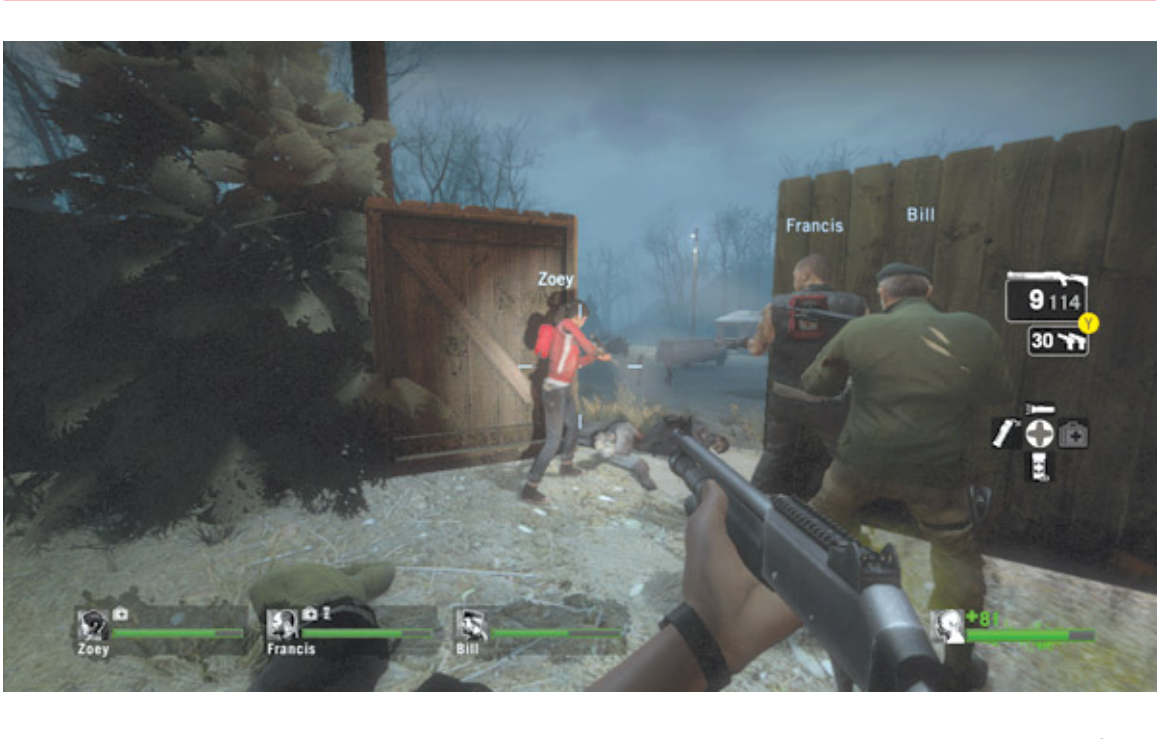


Although it's relatively secure, holding out at the house doesn't help your team. So take turns covering the two doorways while stocking up on ammo. The adjoining bedroom and kitchen may contain supplies, so be sure to check these rooms before heading out.

Caution



Even if you have both doors covered, a Smoker can still attack through the barred windows, constricting his victim. So be ready to respond to an attack. It may be difficult to see the Smoker outside, so strike his tongue to make him let go.

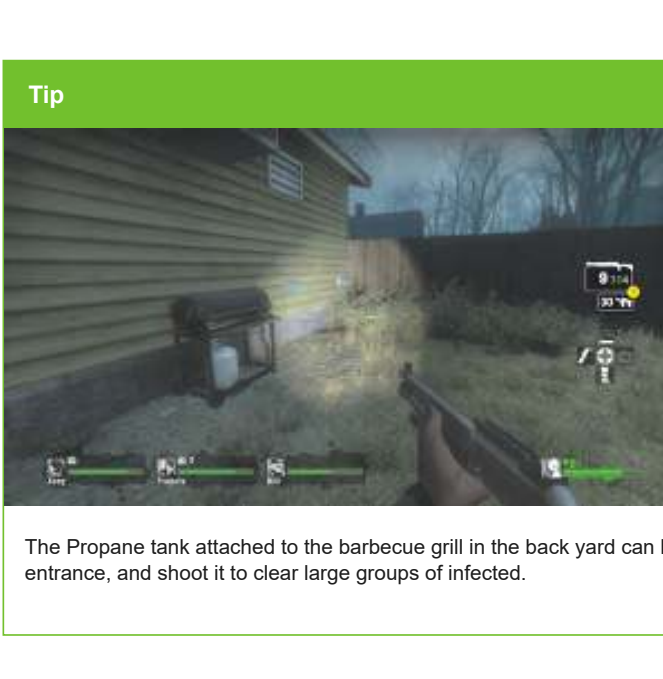


When everyone is stocked up on ammo, exit through the door by the kitchen to the back yard. The gate along the back fence leads to an open area near the entrance to Riverside Park.

Hold at the open gate and fire on any infected wandering around the vehicles by the park's entrance.

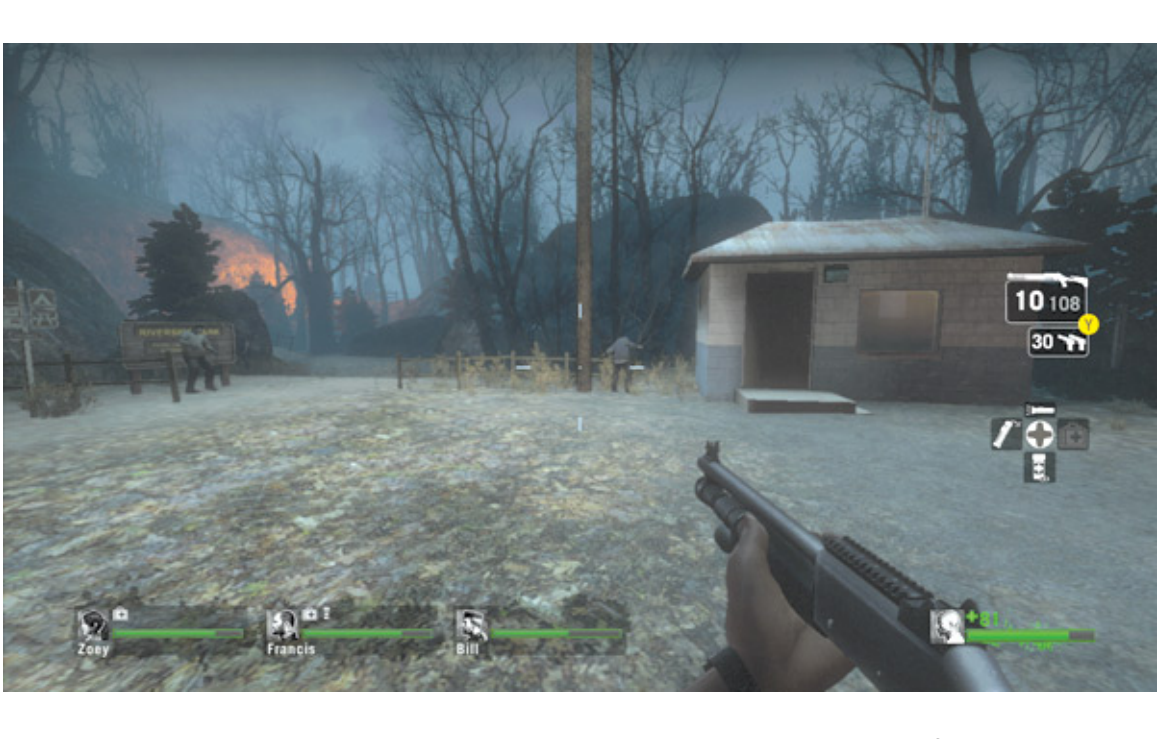
But this isn't an entirely secure choke point because common infected and bosses can climb over the fence and rush through the house. So have at least one teammate cover the rear to prevent attacks from behind. Try not to get stalled here too long.

Tip



The Propane tank attached to the barbecue grill in the back yard can be removed. Pick it up, toss it near the park's entrance, and shoot it to clear large groups of infected.

Riverside Park

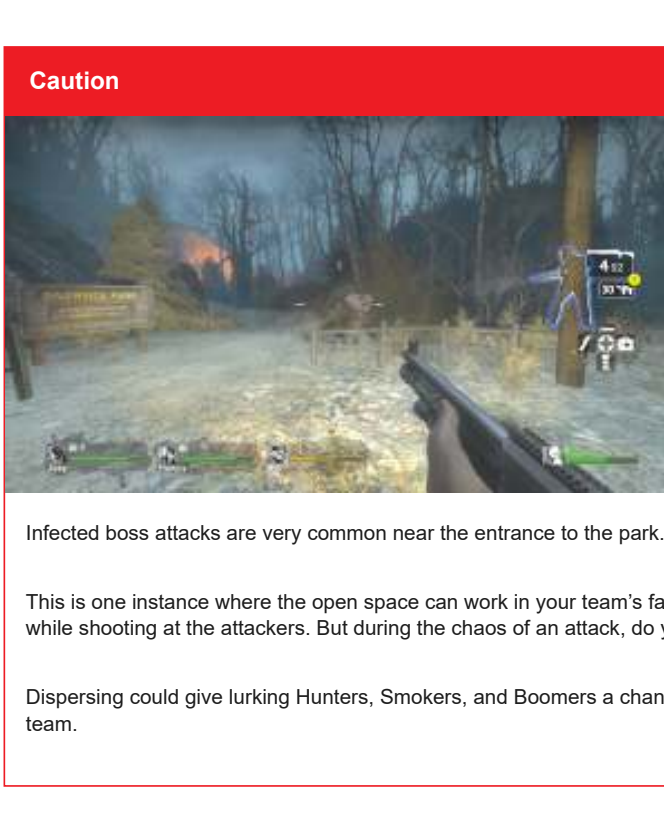


The entrance to Riverside Park is just beyond the vehicles parked behind the back yard. Be very careful when entering this area. It's completely open and the infected can attack from any direction.

Stay together and constantly survey your surroundings, calling out threats to your teammates. The small building near the park's entrance is accessible and may contain some health supplies.

The building can also serve as a decent shelter if a swarm attack is triggered. Rush inside and fire through the window and doorway until the attack is defeated. It may be cramped, but it beats weathering an attack in the open.

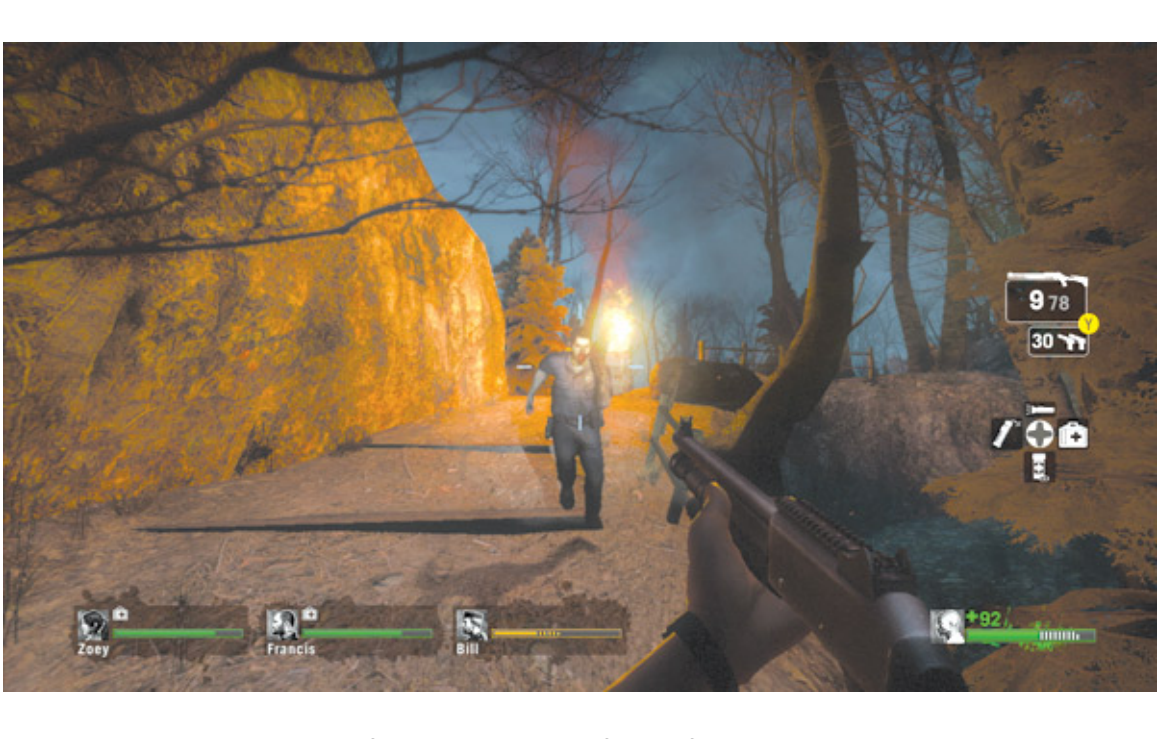
Caution



Infected boss attacks are very common near the entrance to the park. In particular, watch out for Tanks and Witches.

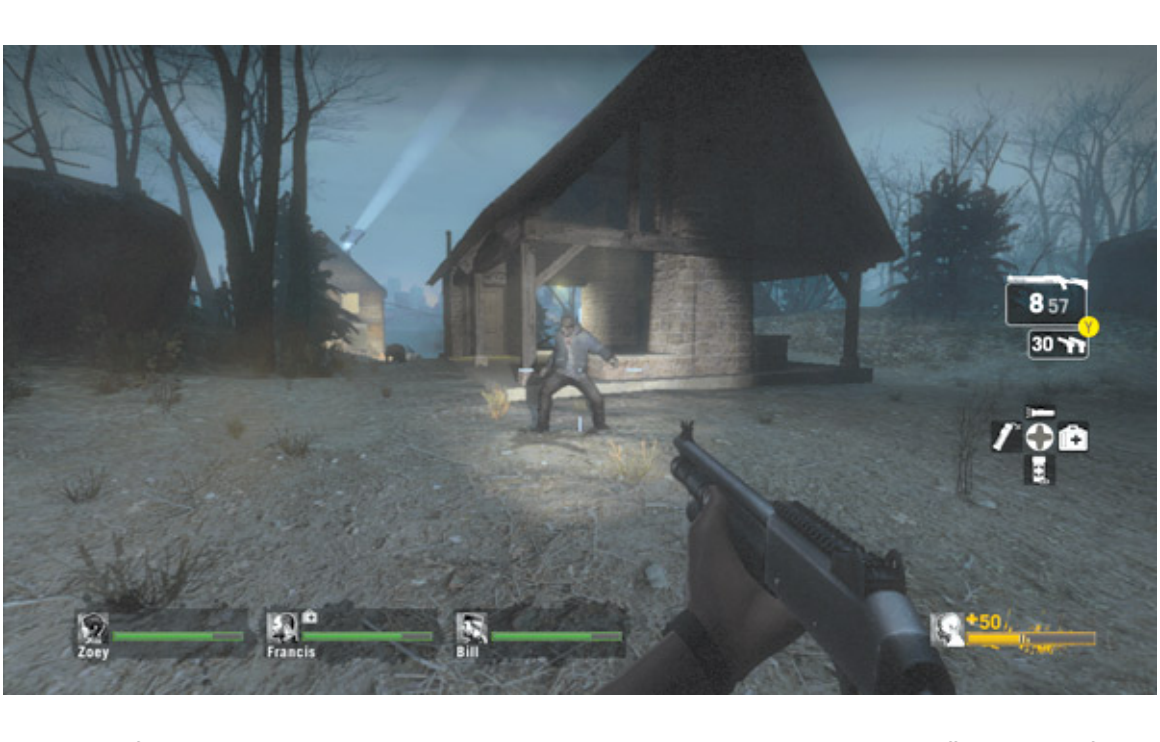
This is one instance where the open space can work in your team's favor, allowing you to backpedal great distances while shooting at the attackers. But during the chaos of an attack, do your best to stick together.

Dispersing could give lurking Hunters, Smokers, and Boomers a chance to wreak even more havoc on your panicked team.



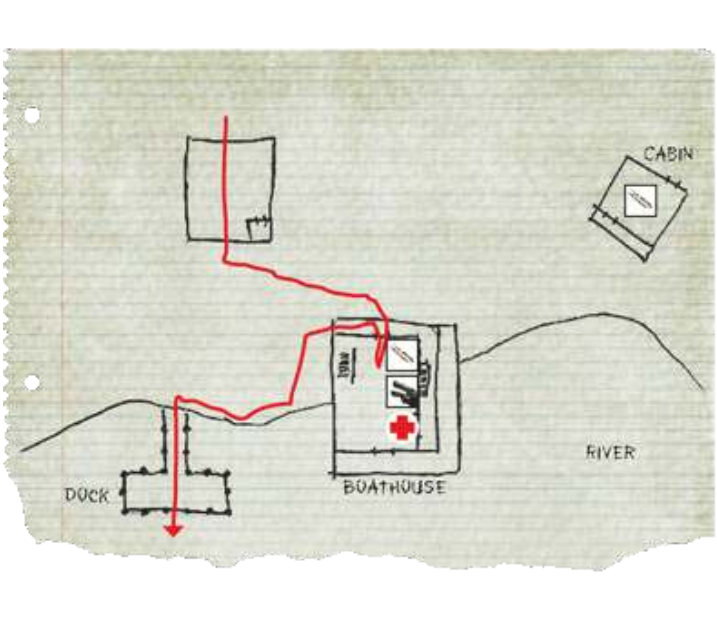
The trail leading into the park is usually frequented by common infected. Infected bosses may hide in the trees along the side of the trail or on the hills overlooking it. Speed is your best ally in this area. Race through the trail while blasting any infected you come across.

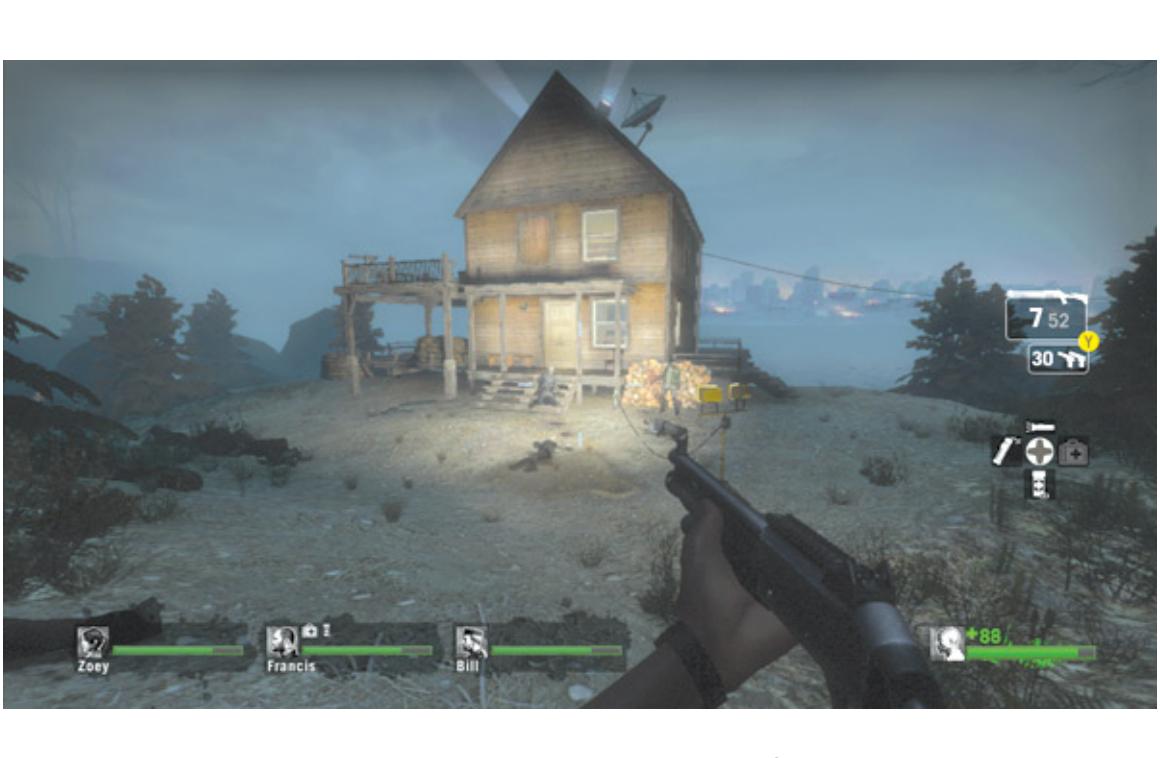
Those with either shotguns or assault rifles should lead the way. But be ready to stop and respond if a teammate is attacked by a Hunter or Smoker. Stop, rescue your teammate, and keep moving down the trail.



The river isn't far away by the time you reach this shelter. But don't stop moving yet. This shelter only offers protection from rain, ideal for picnics on stormy days—there are no walls. So don't stop and rest here. The boathouse is only a few meters away, so keep moving.

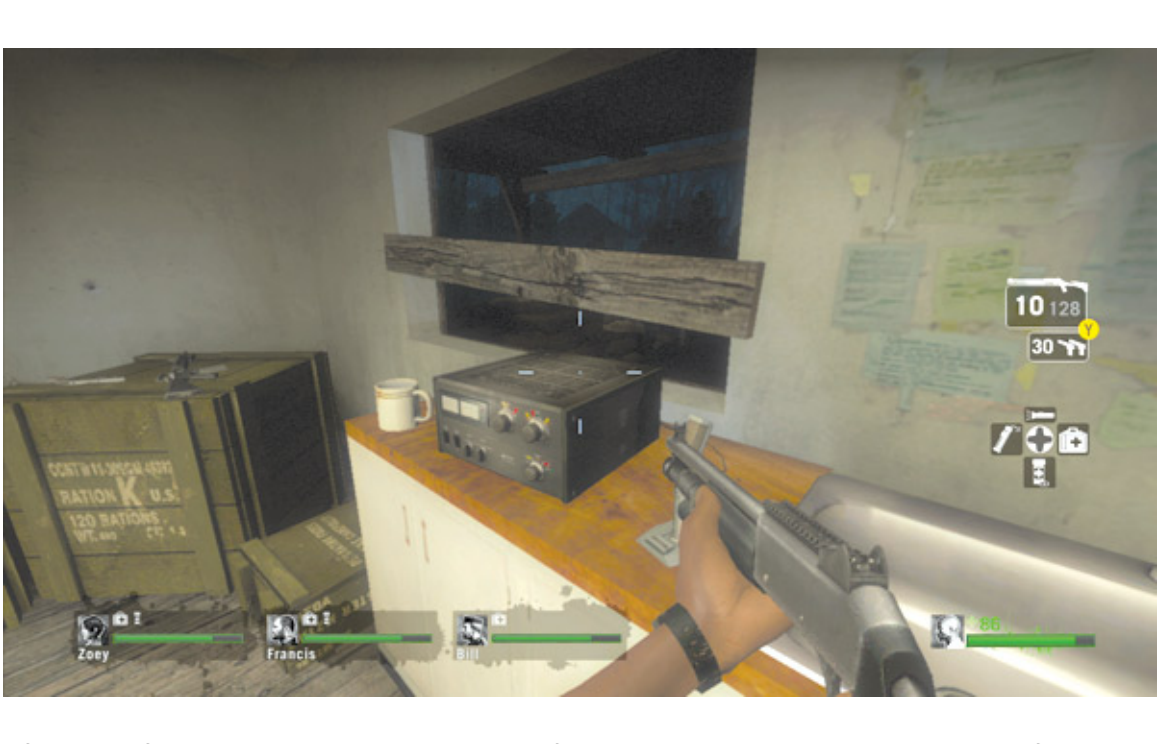
Boathouse





Move through the shelter near the trail and continue to the boathouse on the edge of the river. The lights are on inside and a radio can be heard.

Quickly blast any infected wandering around the house's exterior, then rush inside through the front door and close it once your team has entered.



A fresh batch of supplies awaits your team inside, including first aid kits, ammo, and weapons. The radio can be found near the supplies; it repeats a message.

The message is allegedly being broadcast by John and Amanda Slater, the owners of a small fishing boat anchored somewhere nearby.

They say they have "provisions and a route to safety." They request that anyone with firepower respond to their broadcast. Sounds like your lucky day. Interact with the radio to get in contact with fishing boat's crew.

They say they're headed for the military outpost upriver and will stop at the nearby dock along the way to pick up your team.

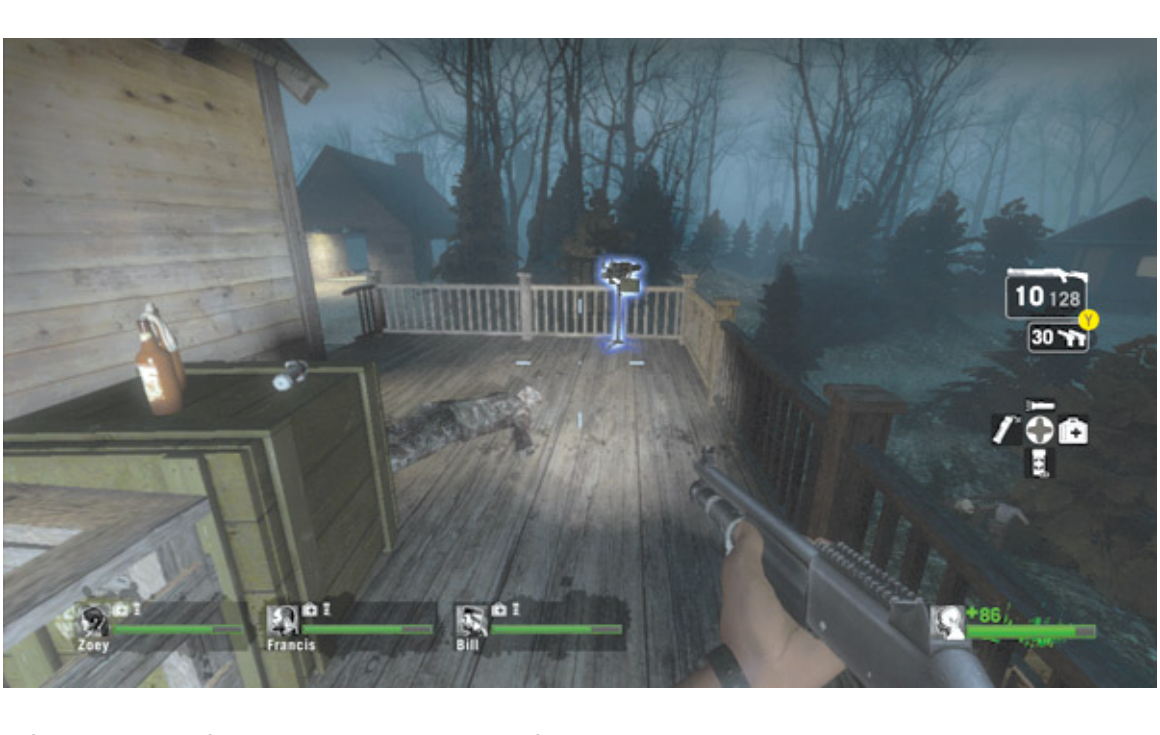
You must contact them again when you're ready. Contacting the boat again triggers the finale, so hold off and take a moment to prepare for the attack.

Tip

A cabin in the woods not far from the boathouse contains some ammo. But don;t try to hold out there while waiting for the boat to arrive, it's too far from the dock.

However, if you find yourself in a desperate situation during the attck, it can be a place to hide out and grab some ammo.

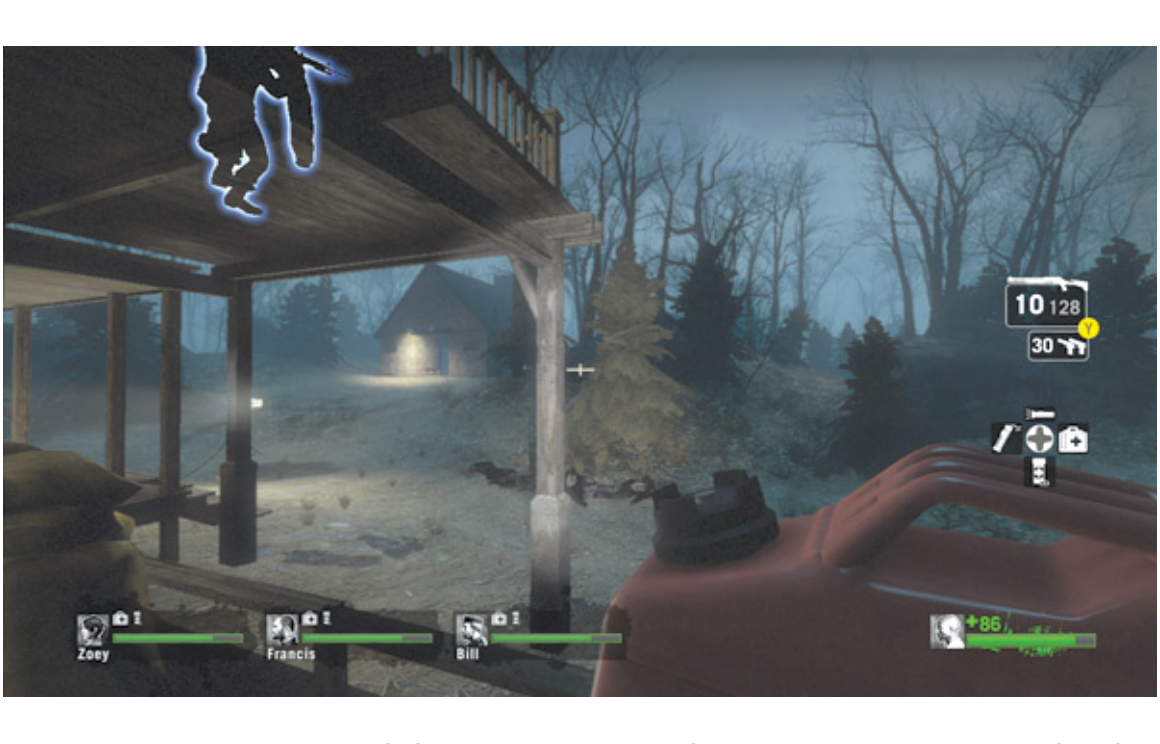
Finale Preparation



Before contacting the fishing boat again, do a quick tour of the house to locate supplies. Head upstairs and step onto the upper-level deck. Here there's a mini gun covering the front of the house.

Next to the mini gun is a crate with pipe bombs and molotov cocktails—a similar stash is on the ground floor, outside the back door. Make sure everyone on your team has a molotov or pipe bomb.

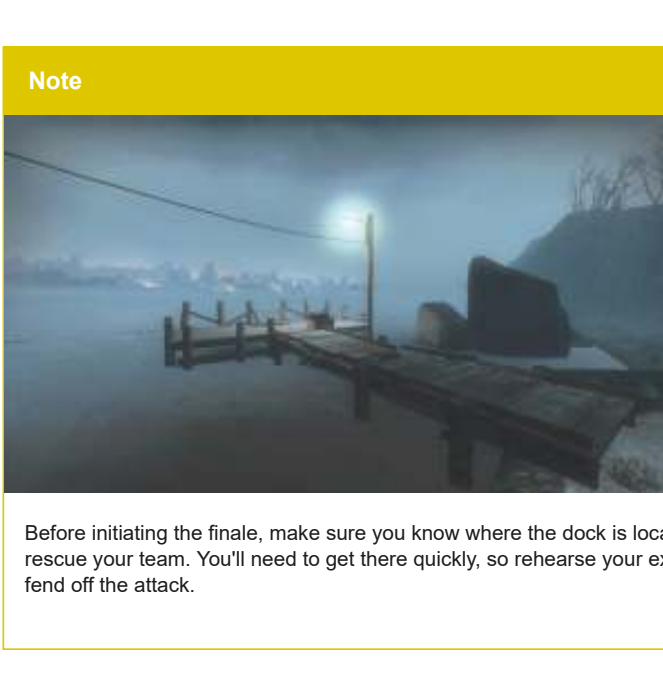
These weapons can make a huge difference while defending this location.



Next, search the house and its perimeter for fuel cans and propane tanks. Grab them and scatter them around the front of the house, preferably within the mini gun's firing arc.

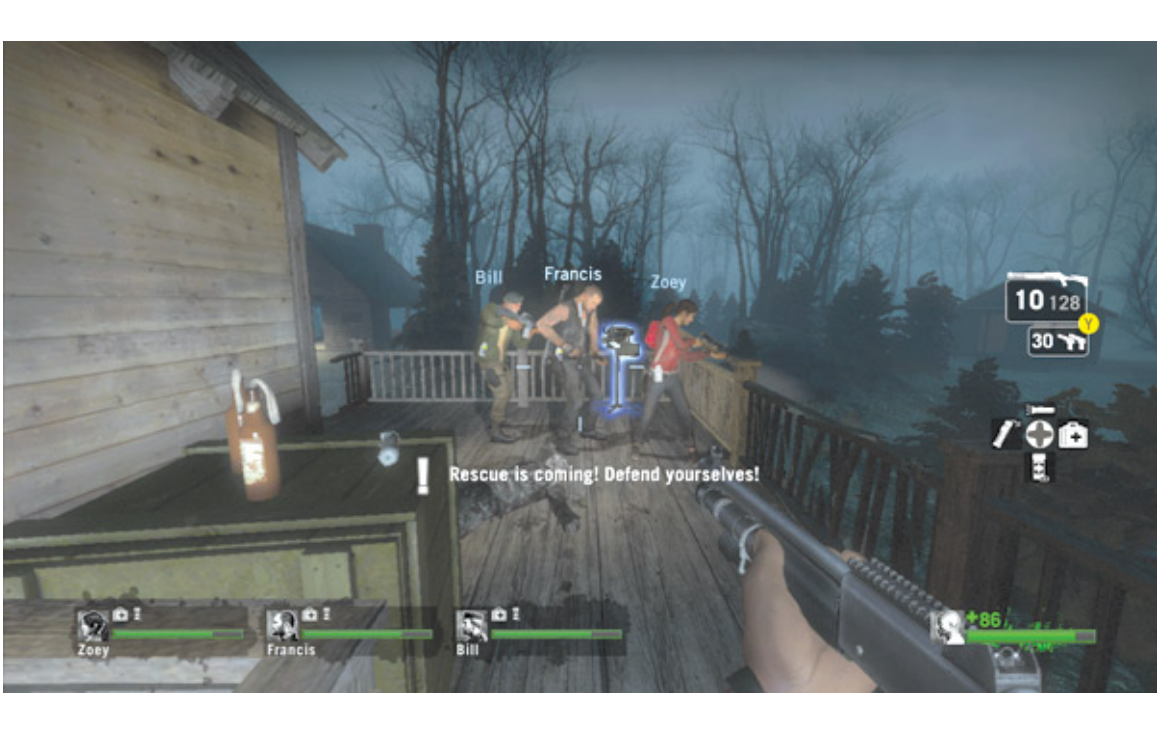
Triggering huge explosions and fires during the finale can come in handy for dispatching large groups of infected. Don't take the fuel can found at the nearby docks, though; leave it where it is for now. It'll be very useful later.

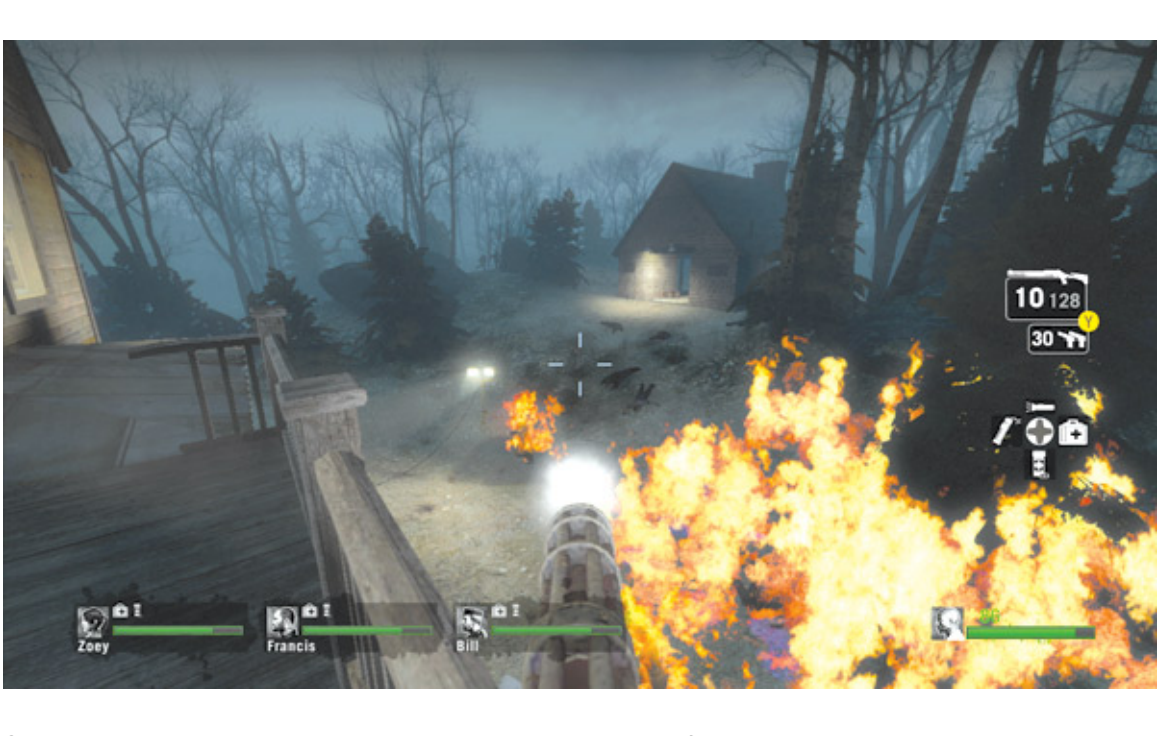
Note



Before initiating the finale, make sure you know where the dock is located. This is where the fishing boat will arrive to rescue your team. You'll need to get there quickly, so rehearse your exit from the boathouse or wherever you plan to fend off the attack.

Finale



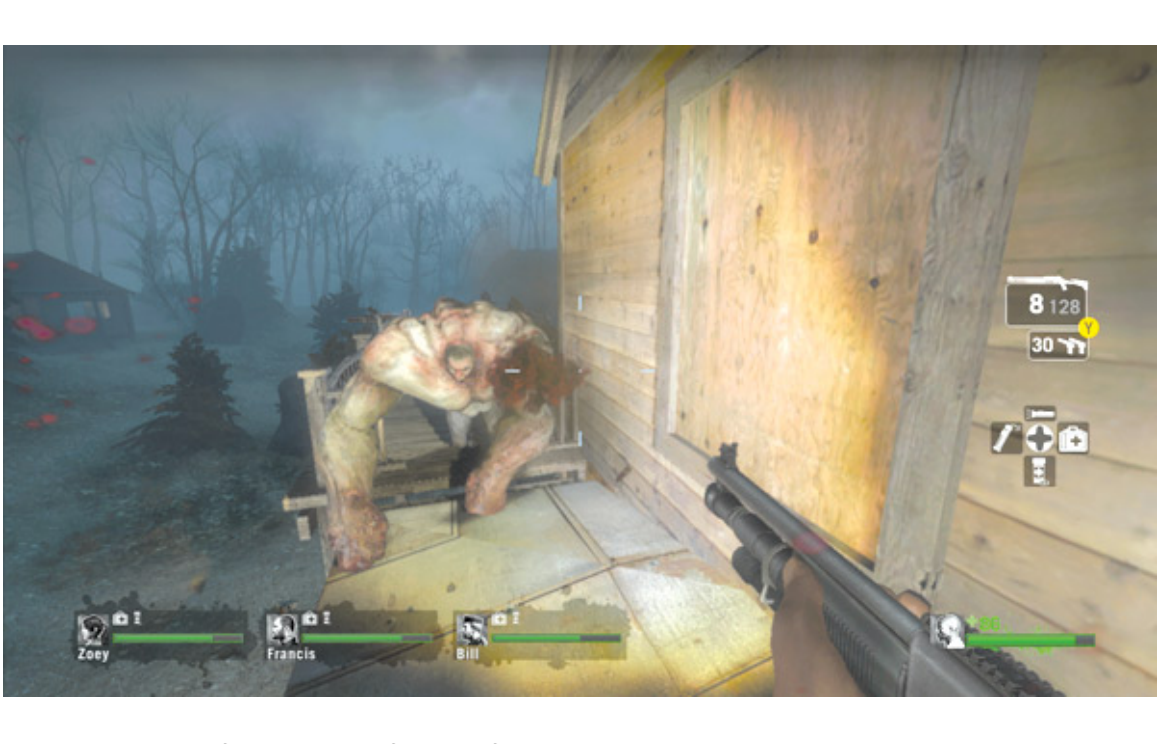


Once you're ready to initiate the attack, return to the radio and contact the fishing boat. They acknowledge and say they'll arrive at the dock in ten minutes—in actuality, it's closer to five minutes. Still, the survivors have their work cut out for them.

There are many areas from which to defend the house, but the upper-level deck is one of the best. Have one teammate man the mini gun while everyone else holds nearby and defends the gunner's flanks.

Infected can climb up the sides of the deck as well as advance through the house, so covering the gunner is a full-time job for the entire team.

Don't forget to use the molotovs, pipe bombs, fuel cans, and propane tanks to your advantage. Try to target massive swarms with these explosive and flammable devices.



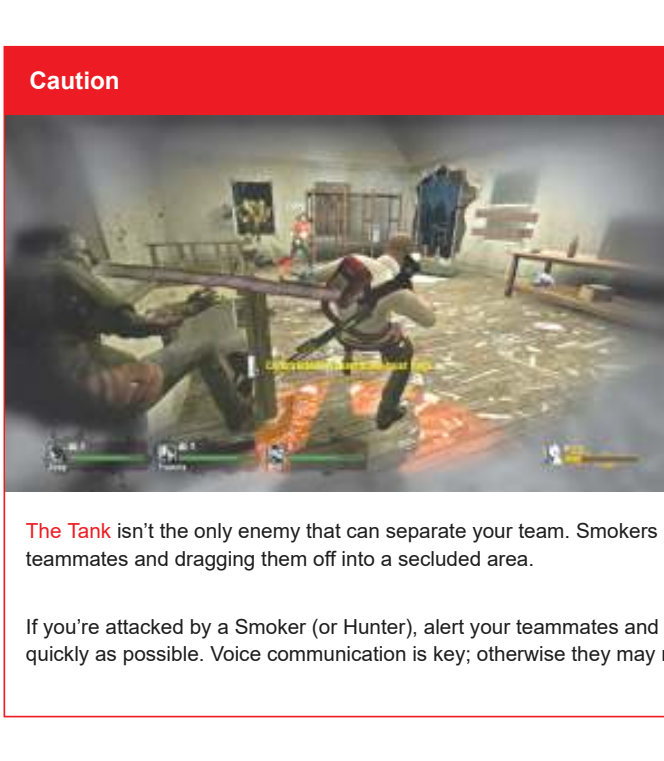
During the siege, listen for the thundering footsteps of an incoming Tank. Locate and target the Tank as quickly as possible, hitting him with mini gun fire and molotovs.

If you fail to take him out quickly, he enters the house and attacks your team on the deck. If this occurs, ditch the mini gun and run away while firing.

Such attacks can totally disperse your team, so stay in constant contact with your teammates and try to meet up inside the house once the Tank is dead.

A Tank's strikes are so powerful, they may even knock you into the river, requiring you to swim back to shore to rejoin your team—assuming you survived the hit.

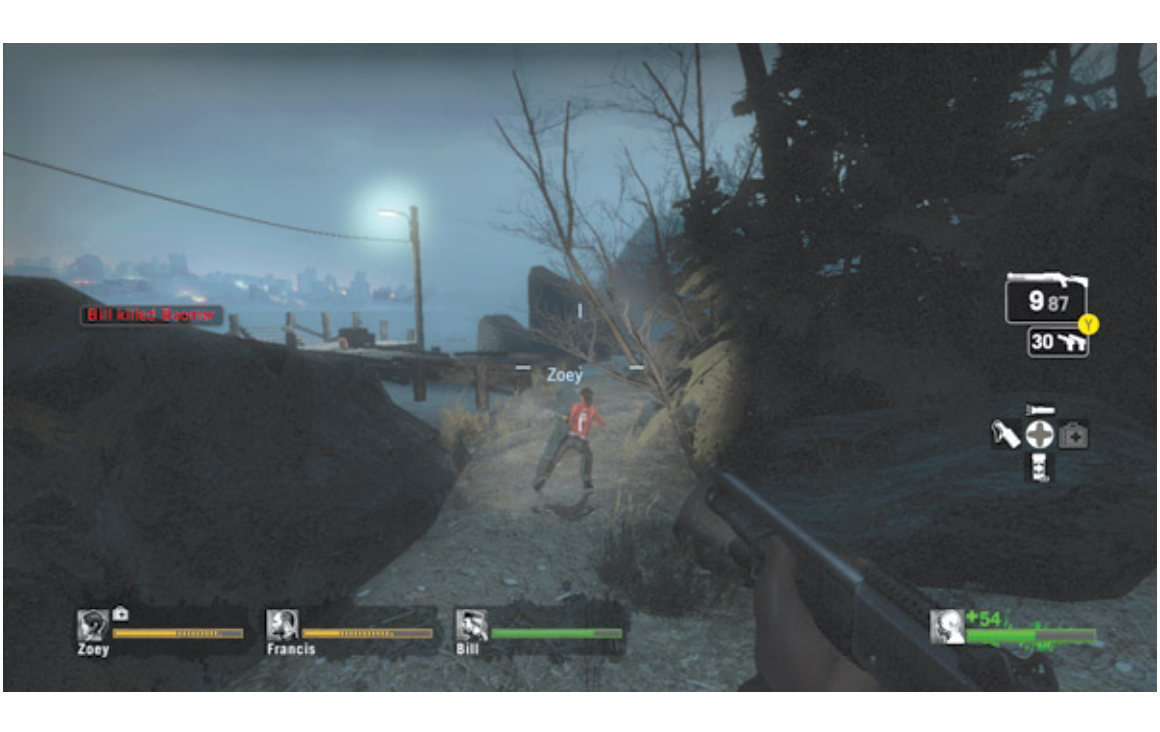
Caution

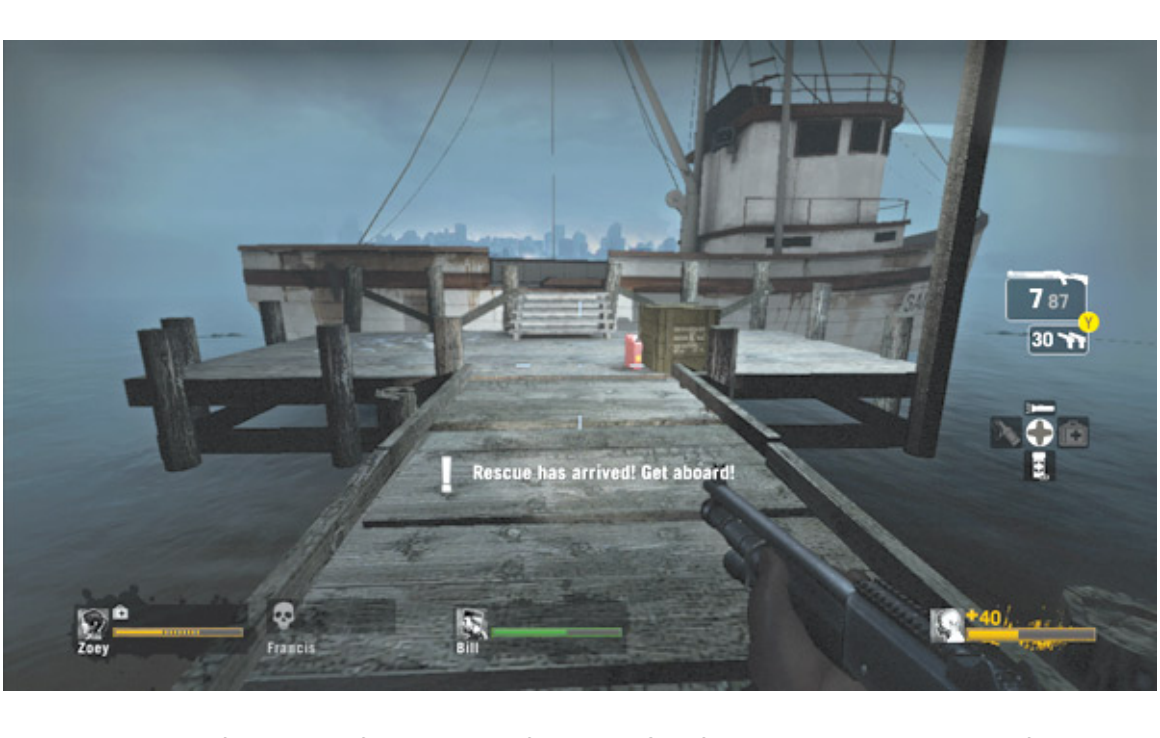


The Tank isn't the only enemy that can separate your team. Smokers are another huge threat, capable of snaring teammates and dragging them off into a secluded area.

If you're attacked by a Smoker (or Hunter), alert your teammates and tell them where you are so they can respond as quickly as possible. Voice communication is key; otherwise they may not realize you're in trouble.

Boat Rescue

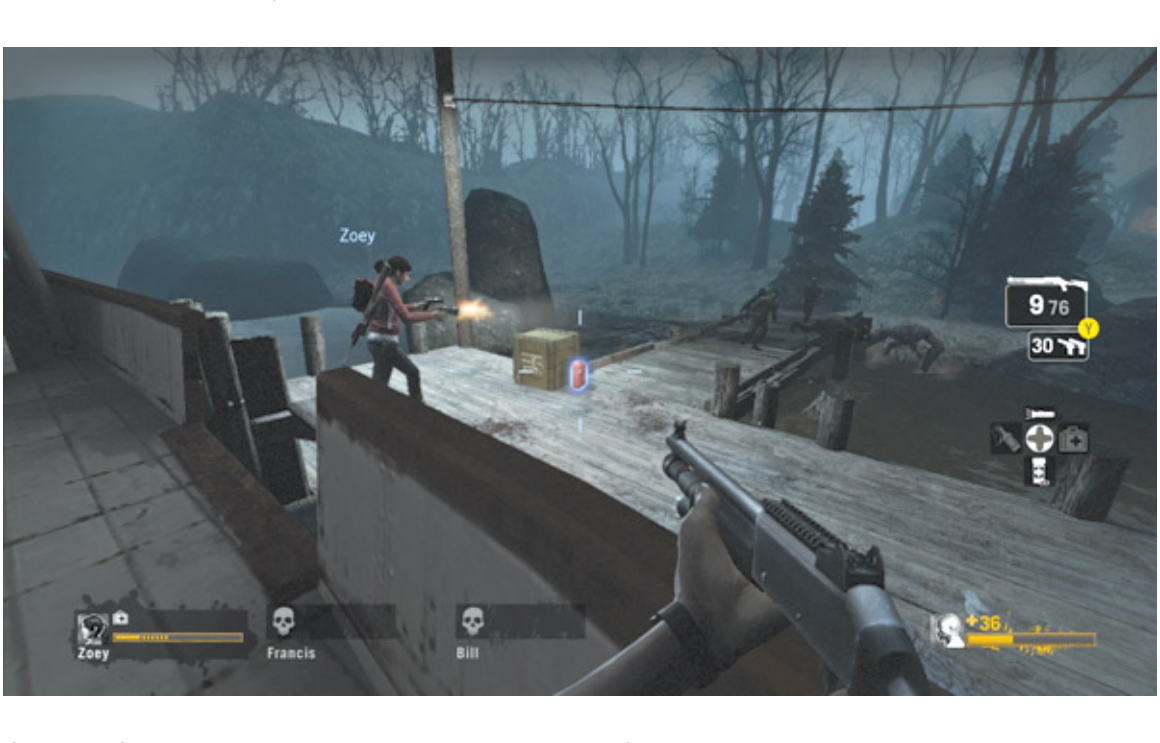




During the siege, listen for the sound of the approaching fishing boat. One of the survivors will alert the others of its arrival. As soon as the alert is given, vacate the boathouse and make a beeline for the dock. This is a very critical stage, so make sure your team sticks together.

Don't be surprised if the director cranks up the tension by spawning multiple bosses, including another Tank. Stay on the move and get to the dock as soon as possible. If you leave the boathouse right after the alert is given, you can reach the dock just as the fishing boat arrives.

Race across the dock and hop on board.



If you're the first one on the boat, turn around and provide covering fire while your teammates make it across the dock. Your teammates probably have a swarm of infected nipping at their heels.

Locate the red fuel can on the dock and be ready to blast it as soon as your last teammate approaches the boat.

This creates an impassable wall of fire on the dock, preventing any infected from reaching the boat. However, be really careful when you shoot the fuel can.

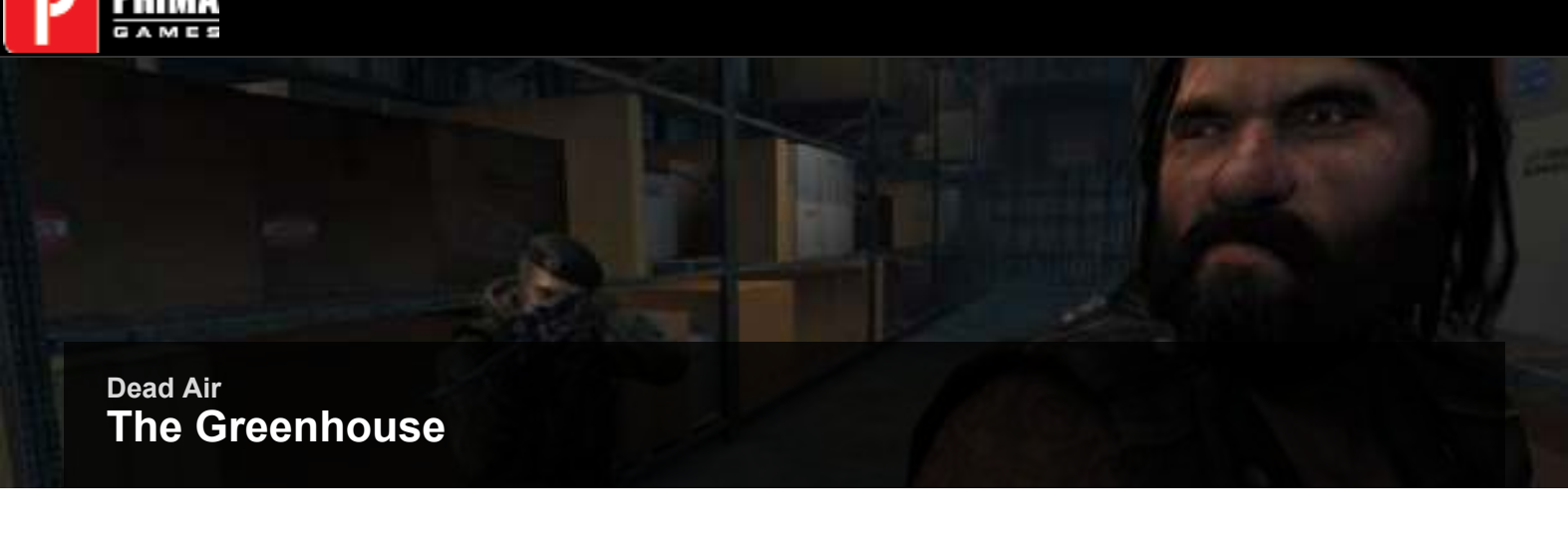
If you trigger the fire too early, one of your teammates could be caught on the wrong side, faced with either rushing through the flames or getting killed by the incoming horde.

The boat leaves once all able-bodied survivors have made it aboard. Anyone incapacitated back at the house or on the dock is left behind. So if you have a teammate who might not make it, don't board the boat.

That way you can stage a rescue if someone is incapacitated on the way to the dock. However, reviving a buddy amidst the chaos of the infected attack is very dangerous.

So don't attempt a rescue alone. Still weigh the pros and cons carefully— staging a rescue attempt could put your entire team in jeopardy. If everyone dies during the rescue attempt you'll have to play this level over again.

It may be best to cut your losses and get away while you still can. It's a tough decision and you will have a only few seconds to make it. If it's any consolation, those left behind will be memorialized in the movie's closing credits.



Dead Air

The Greenhouse

In Dead Air, a large city has been completely overrun by the infected. The outbreak spread quickly. A few isolated cases quickly ballooned into a full-scale epidemic.

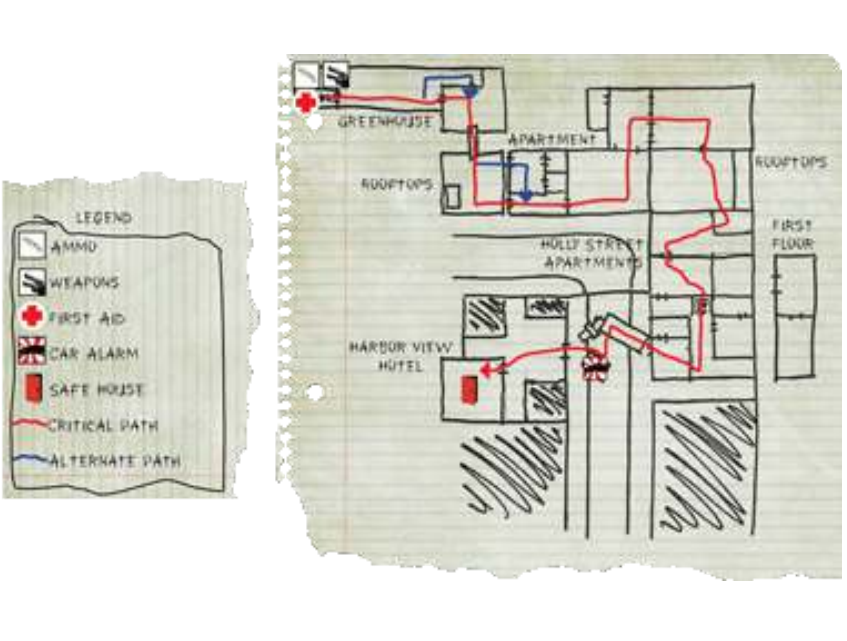
Attempts to quarantine the infected were ineffective, prompting the government to order a complete evacuation of the city. But not everyone got out.

Four strangers have banded together, determined to fight their way through the throngs of undead in an effort to reach the airport.

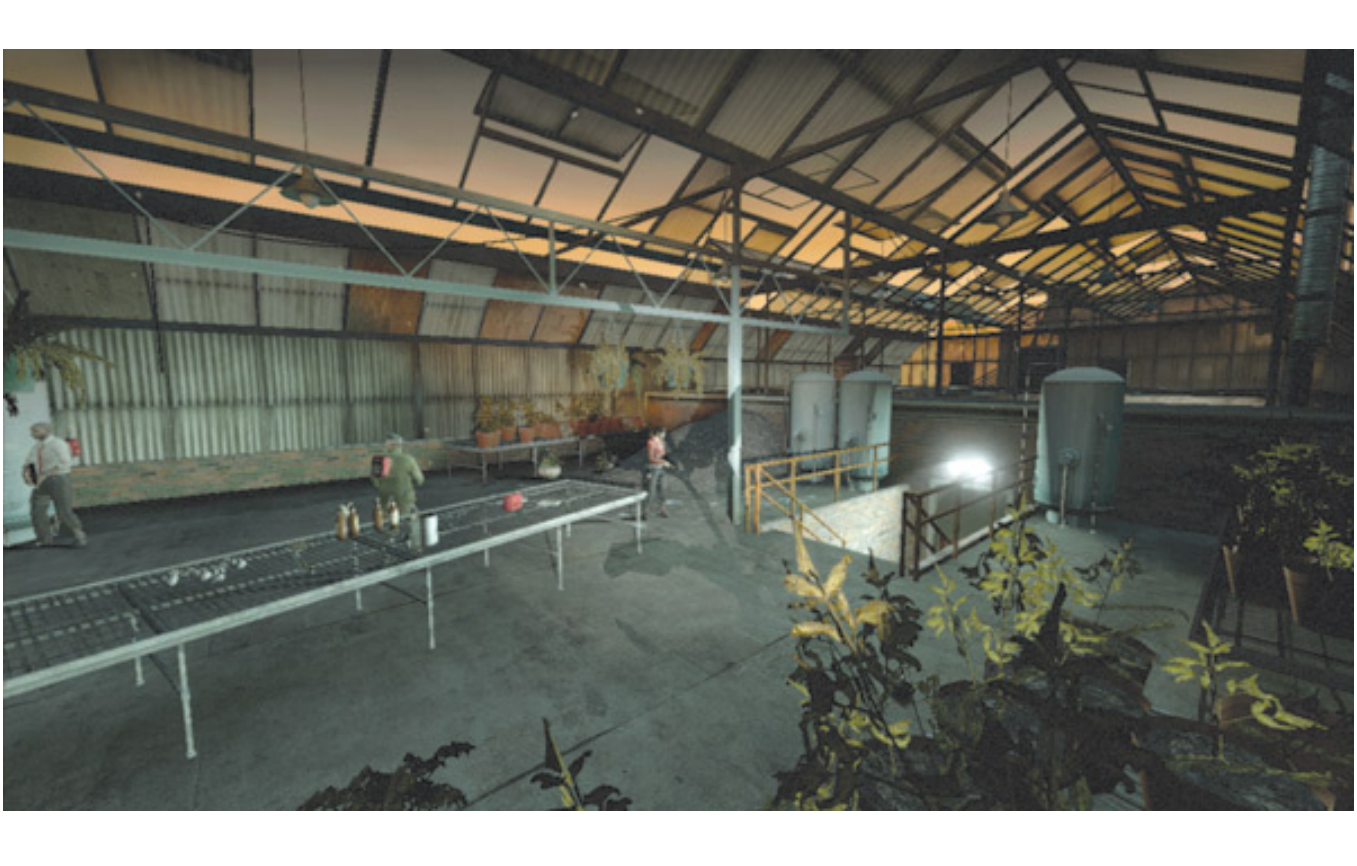
All other evac points have been either overrun or abandoned. Occasional low-level overflights by military cargo planes suggest the airport is still operational.

Getting there won't be easy, requiring the survivors to traverse city rooftops, abandoned buildings, construction sites, and an infested airport terminal. But there's no other choice.

The ranks of the infected grow at exponential rates, day after day. Before long they'll occupy every square foot of the city. The time to escape is now!

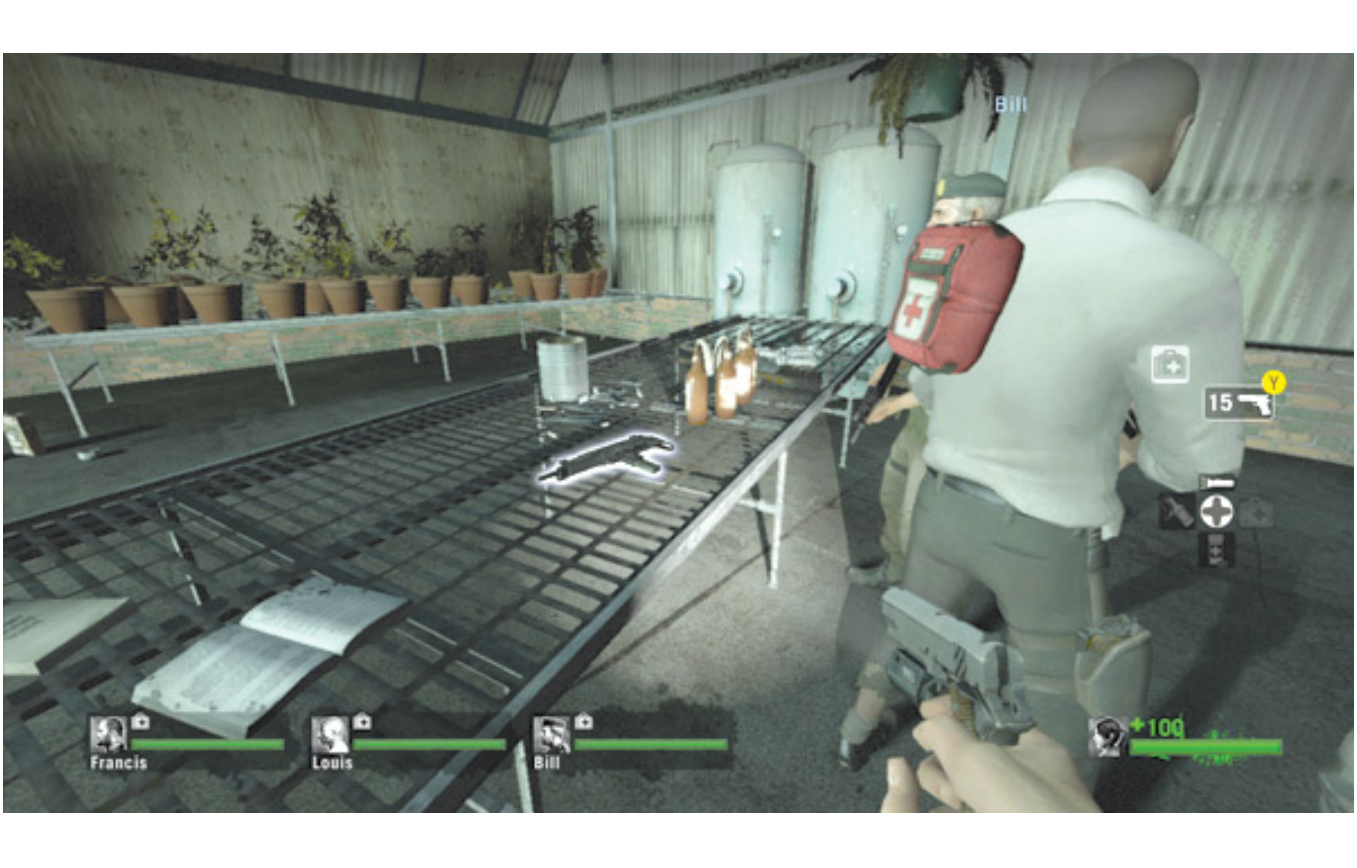


Abandoned Garden



As Dead Air begins, a C-130 cargo plane zooms above this rooftop greenhouse, giving the survivors hope that the airport is still a functional evacuation point. But there's no way to tell for sure, so they need to travel to the airport on foot and investigate the situation for themselves.

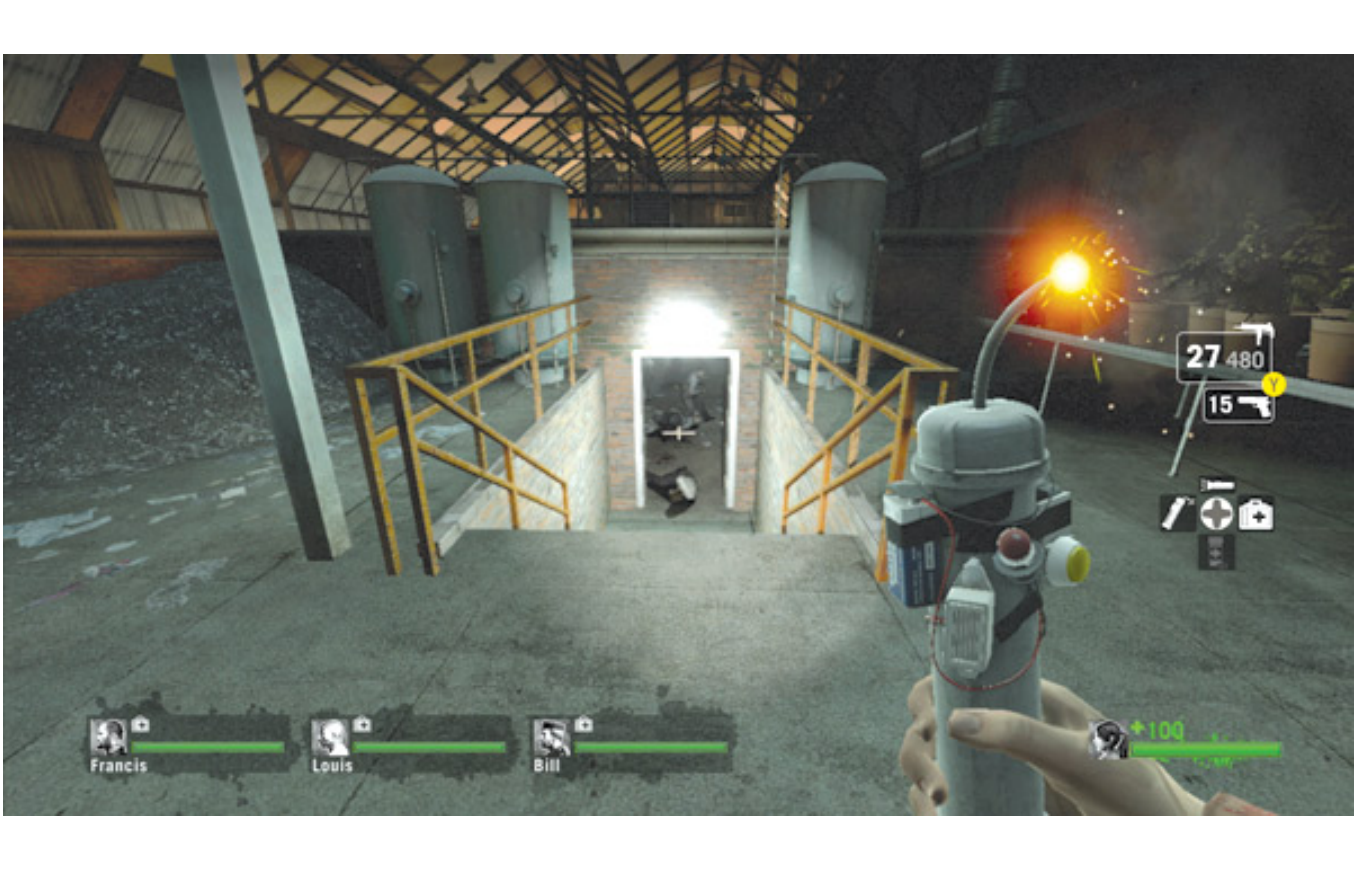
The outbreak is so severe that evacuating by air is the only viable method of escaping the city.



Before setting off on your journey, stop at the table inside the greenhouse and stock up on supplies.

In addition to the usual first aid kits, ammo, and weapons, there are stashes of molotov cocktails and pipe bombs. The first leg of your team's trek sends them across large open rooftops and inside cramped buildings.

SMGs and pump shotguns are effective in these locations—make sure your team is outfitted with both types of weapons. Also, take an even mix of molotovs and pipe bombs.



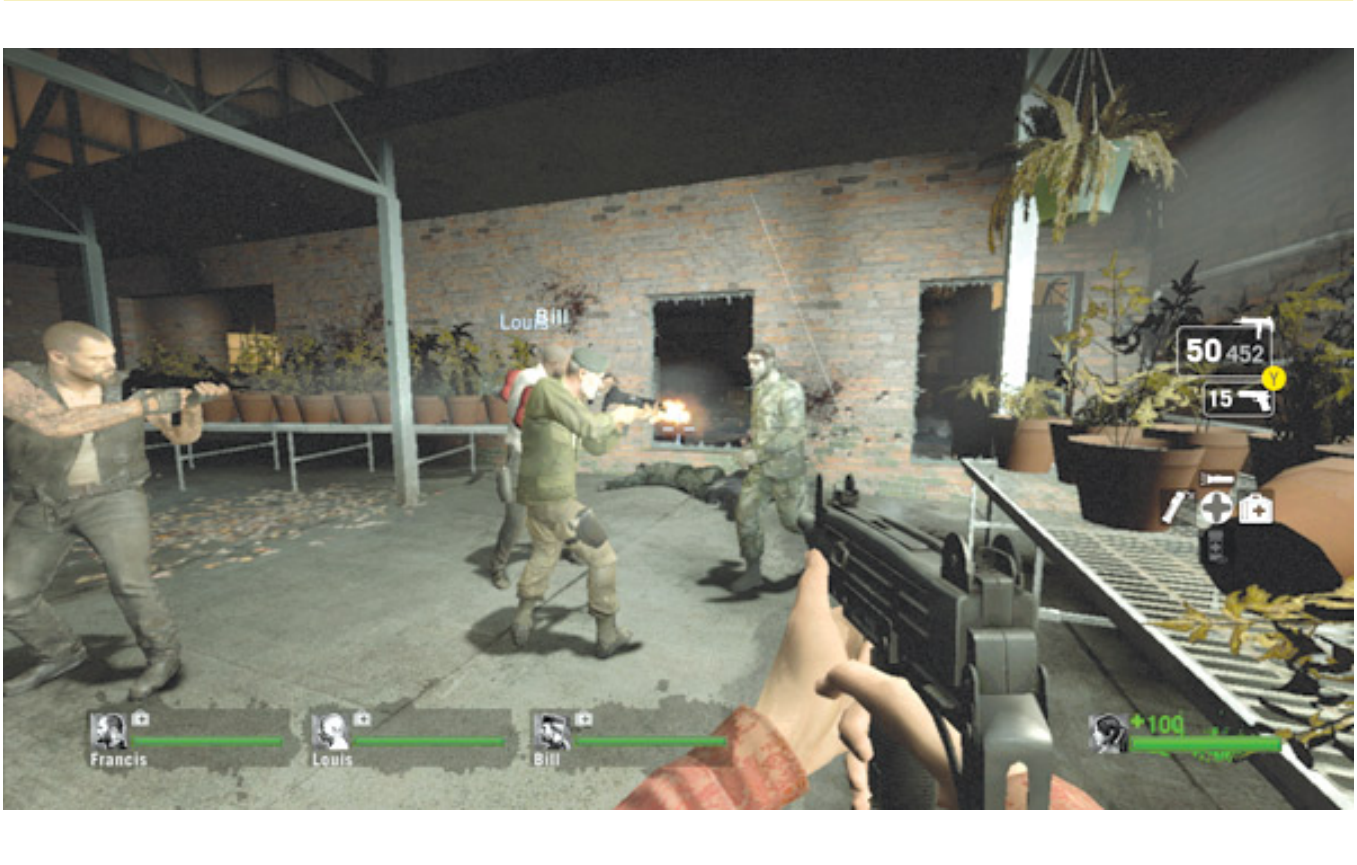
After gearing up, approach the short set of steps near the table. Have your team hold at the top of the steps while someone creeps down and throws the door open.

Once the door is open, fire through the doorway from the top of the steps. This is a good way to funnel your team's fire into this narrow doorway, killing all infected that try to rush through.

If the infected presence on the other side of the door is heavy, consider tossing a pipe bomb through the doorway. This should attract the majority of the infected in the next room and blow them to tiny bits, making it much safer for your team to advance through the greenhouse.

Note

Versus mode is not available while playing Dead Air, so there are no tips for playing as the infected in this chapter. instead, the tips and tactics provided are oriented for survivor co-op play.



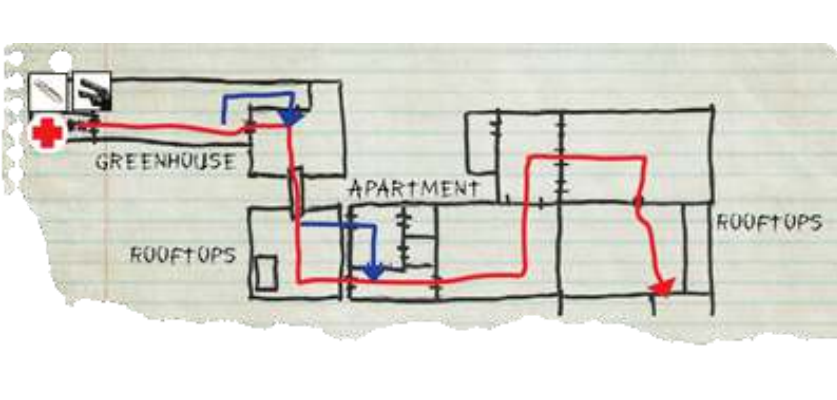
Once the infected stop pouring through the door at the bottom of the steps, replenish your ammo and then enter the next room in the greenhouse. This is a very large room, so stick together and engage all infected as you move past the rows of untended plants.

As you near the wall at the far end of the room, look for these two windows—they lead out onto an adjoining rooftop.

But don't hop through the windows just yet. Instead, hold inside the greenhouse and open fire on any infected that try to rush through the windows. You can also fire through the windows to eliminate infected on the adjoining rooftop.

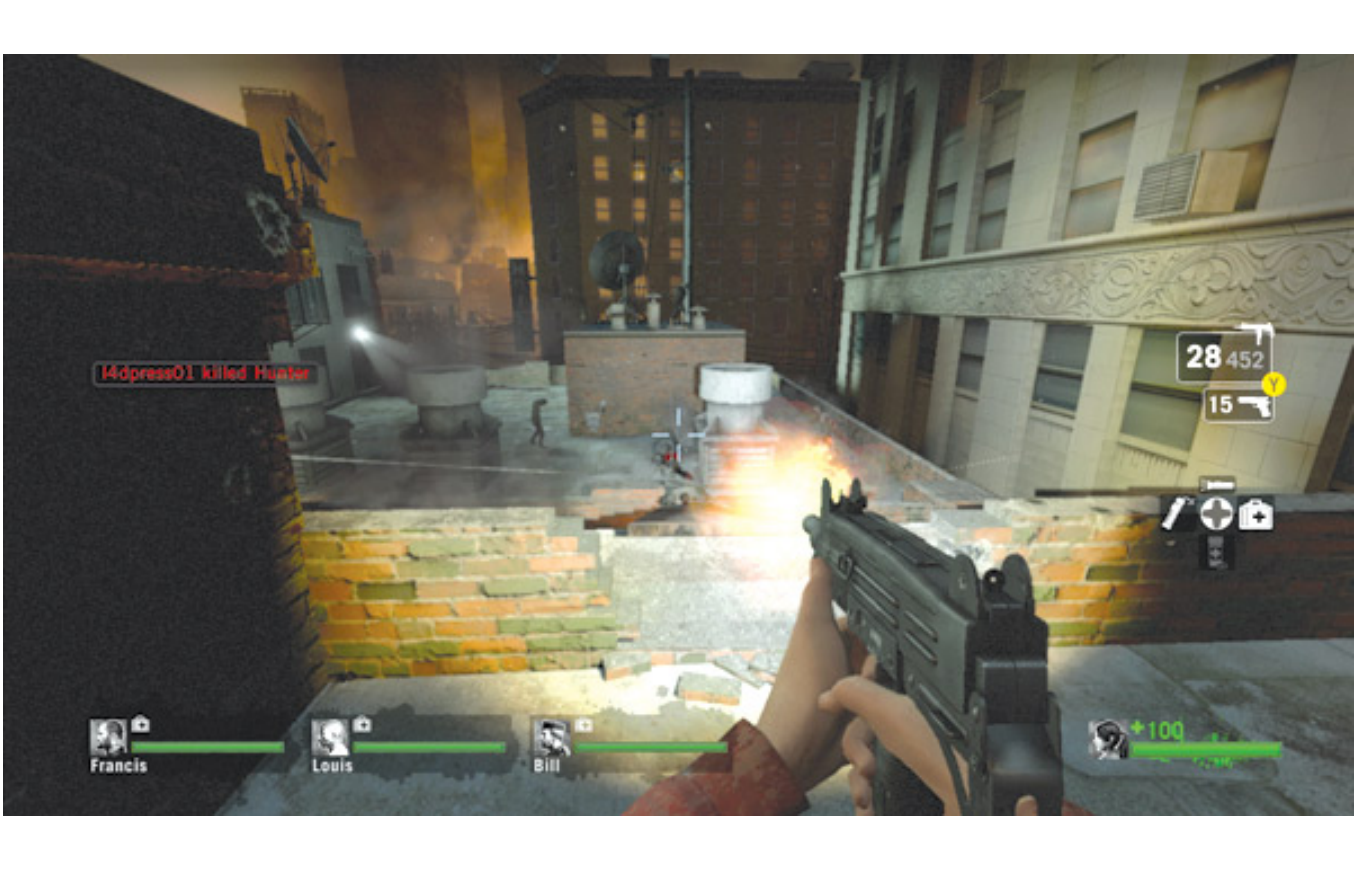
A doorway in the nook to the left also leads out onto the roof, so watch out for infected attempting to flank your team from this angle.

Rooftops



Secure the adjoining rooftop by firing through greenhouse windows, then step outside through the windows or the door. A network of rooftops lies before your team, requiring you to hop from one roof to the next until you can descend to street level.

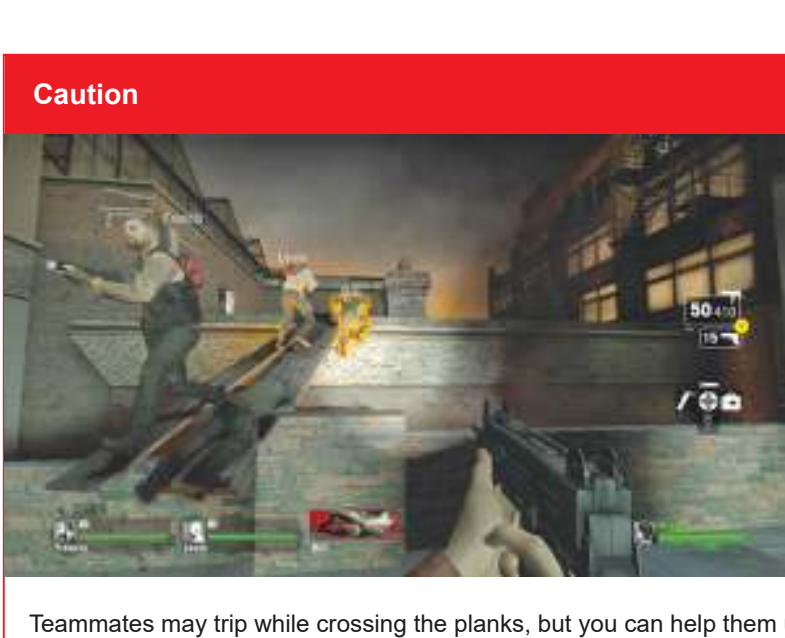
Upon exiting the greenhouse windows, turn right to spot your next waypoint.



Before crossing the wooden planks, fire down on the infected occupying the next rooftop. Try to spot and engage Hunters and Smokers hiding among the common infected.

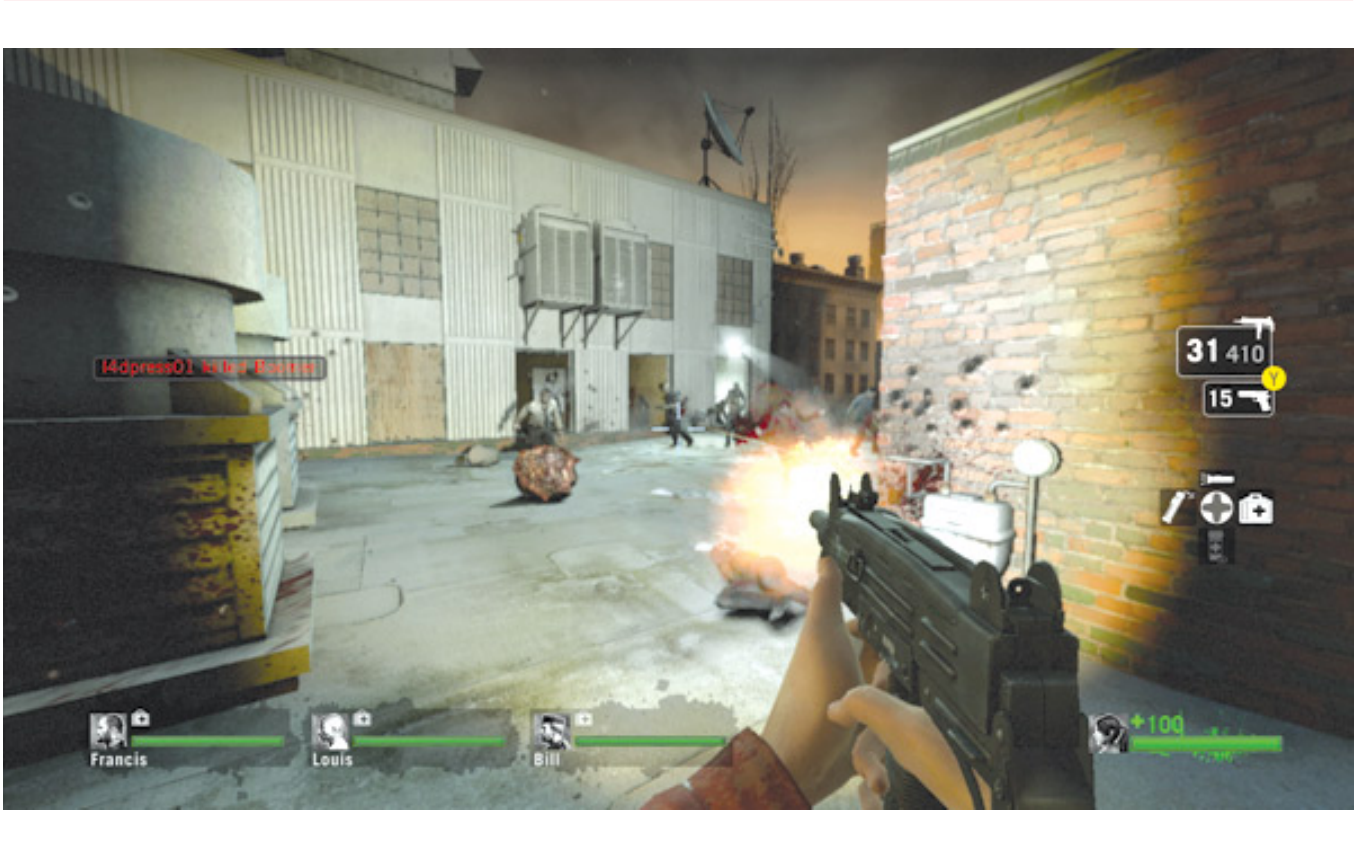
These bosses are very dangerous while you're crossing the rooftops, so try to kill them before they can strike. When the lower rooftop is clear, quickly but carefully cross the wooden planks connecting the two rooftops—if you fall, you're dead, so watch your step.

Caution



Teammates may trip while crossing the planks, but you can help them up as they cling to the ledge—they'll be highlighted in orange if they're in trouble.

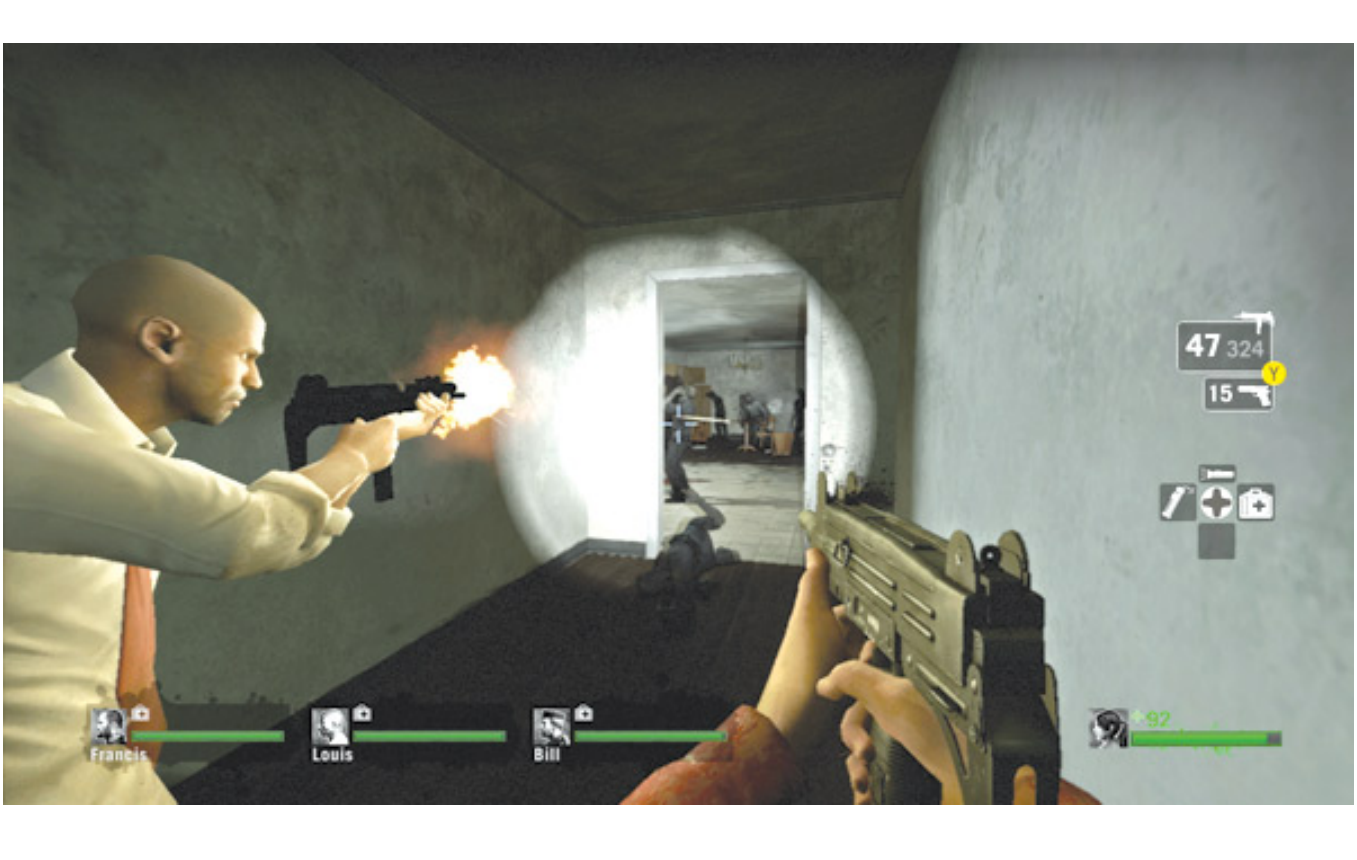
Walk over and interact with them to pull them up, just as if you're reviving an incapacitated teammate. Make sure everyone makes it across the planks safely before continuing.



After crossing the plank, turn left and watch for infected pouring out of these three windows. Keep your distance, holding near the center of the roof, and blast anything that barges out. This is a good way to kill Boomers that attempt to rush your team. Hold outside the windows until the infected stop rushing your team.

If a swarm attack breaks out, toss a molotov or pipe bomb through one of the windows to alleviate the pressure on your team.

Apartment Detour

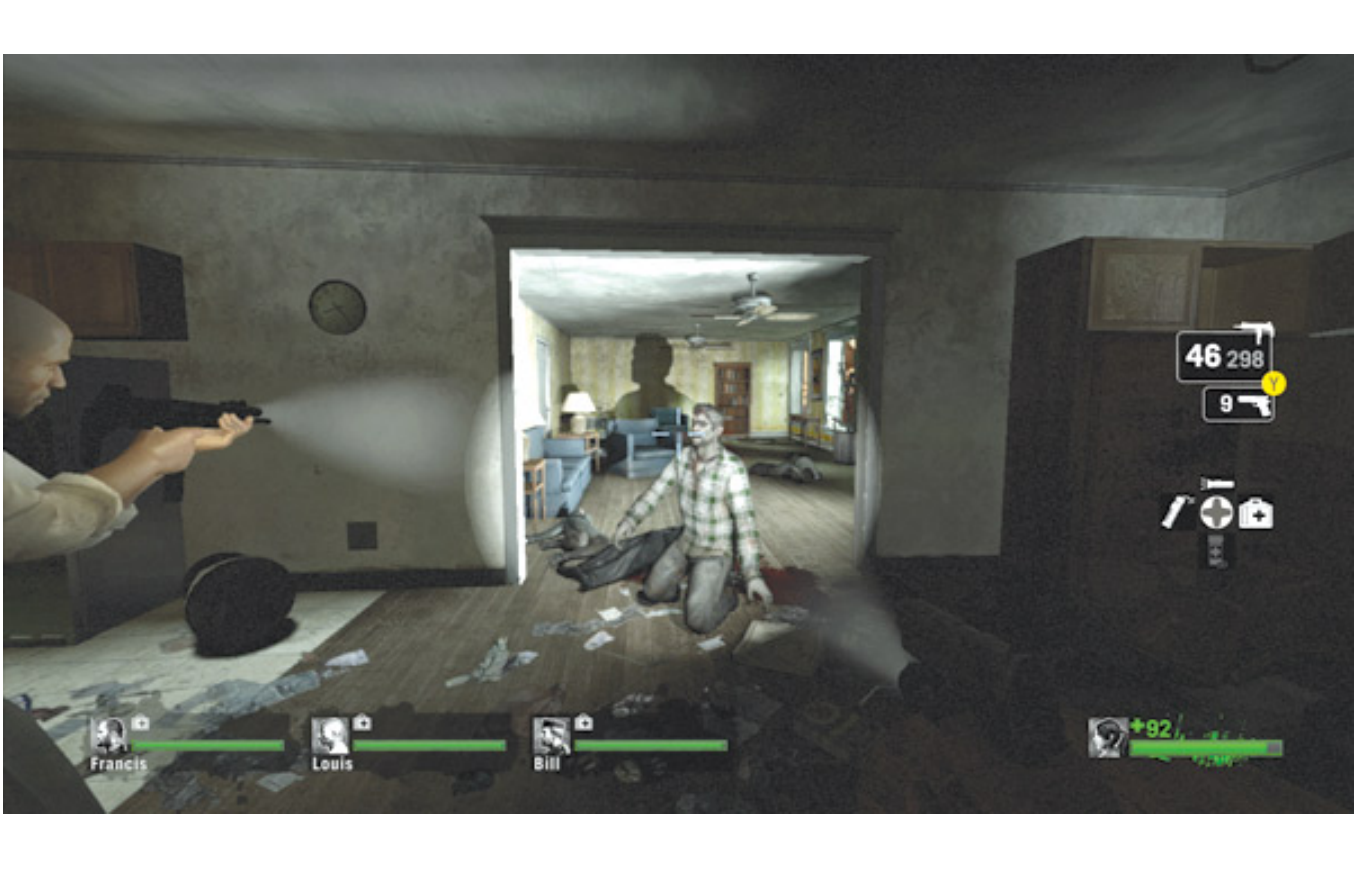


The three windows in the adjacent building lead into an apartment—the left and middle windows lead into a bedroom and the right window leads into a hallway connecting to the kitchen.

Moving through the apartment is the only way to reach the next set of rooftops, so get ready for some close-quarter fighting.

Enter the apartment through the window on the right to access the hallway. The bedroom is also accessible through a doorway in the same hall, but the room rarely contains any pickups, so skip it.

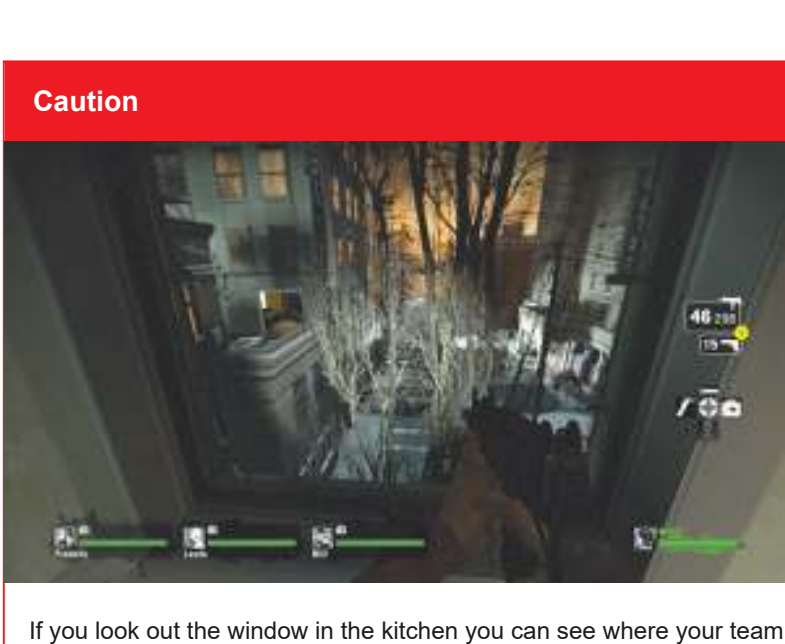
Cautiously proceed down the hall toward the kitchen, but make sure someone guards the rear; infected can spawn on the rooftop outside the apartment and attack your team from behind. Blast any infected loitering inside the kitchen.



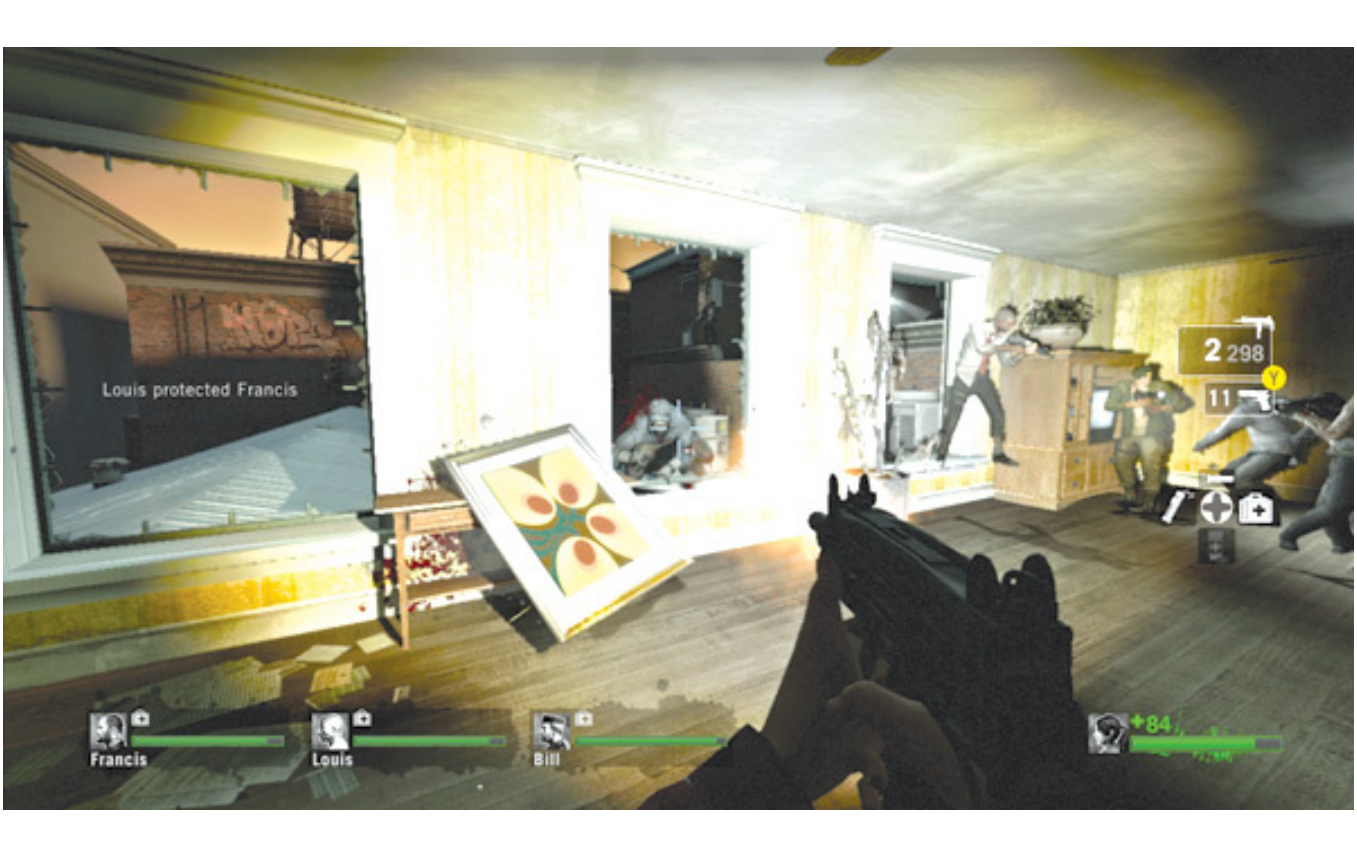
Clear the kitchen and then turn left to engage any infected occupying the living room. Have two teammates clear the living room while everyone else holds in the kitchen and covers the hallway, preventing the team from getting flanked.

Still, don't get too far out of each other's line of sight. You still need to support each other if attacked by a Hunter or Smoker.

Caution



If you look out the window in the kitchen you can see where your team is headed next, including the Holly Street Apartments on the left side of the street and the Harbor View Hotel on the right side. But the window isn't a shortcut, so don't try to jump out—you won't survive the fall.

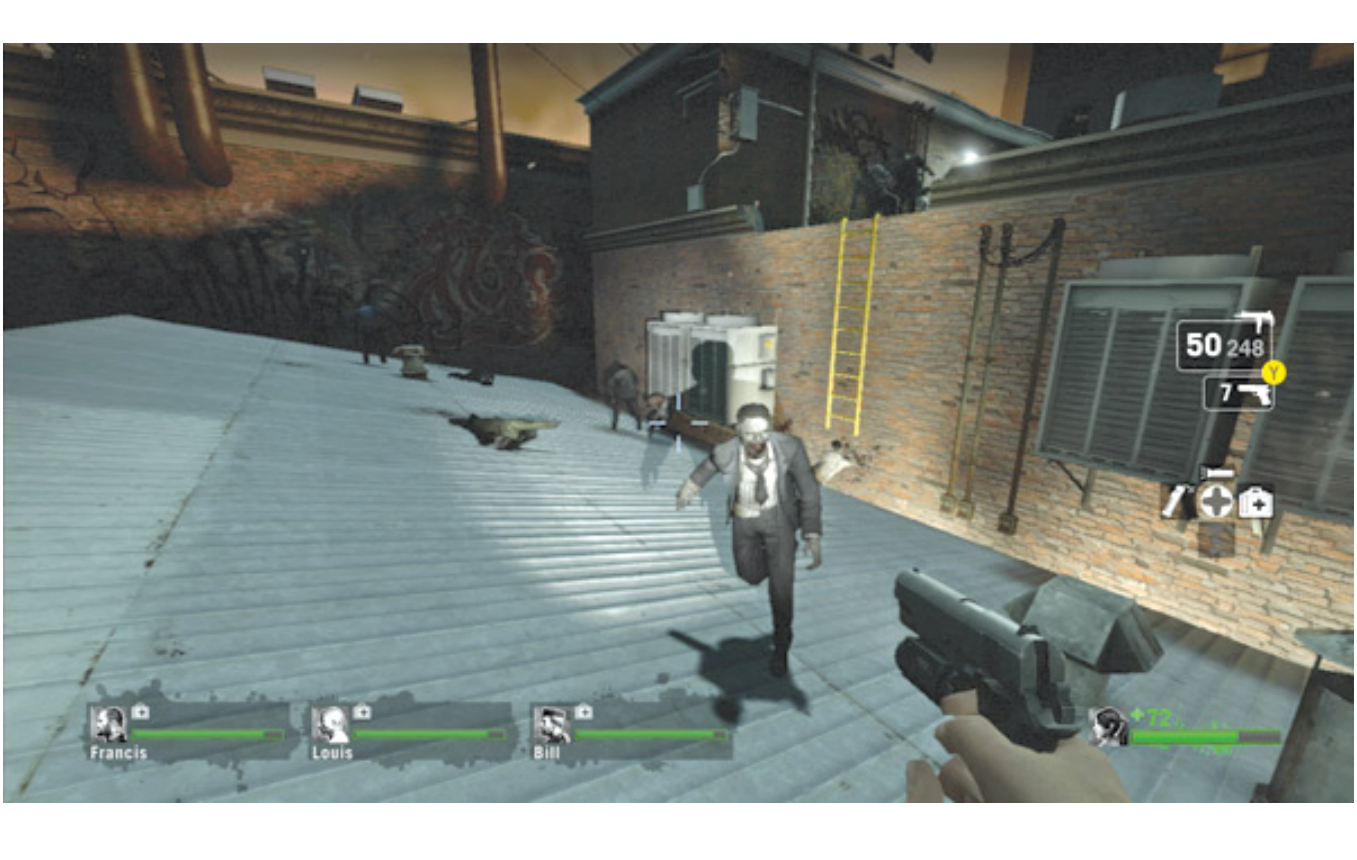


Enter the living room once it's clear, then immediately turn to the three windows on the right side of the room. These lead out onto another rooftop, but don't hop through just yet. There are likely more infected waiting outside, and they may rush inside the apartment once they spot your team.

Have three teammates cover each of the three windows while the fourth watches for attackers rushing in from the kitchen. Covering the windows helps prevent the infected from getting inside. But attacks by bosses can complicate matters, sometimes leading to a breach.

If this occurs, try to stick together inside the living room so you can all support each other.

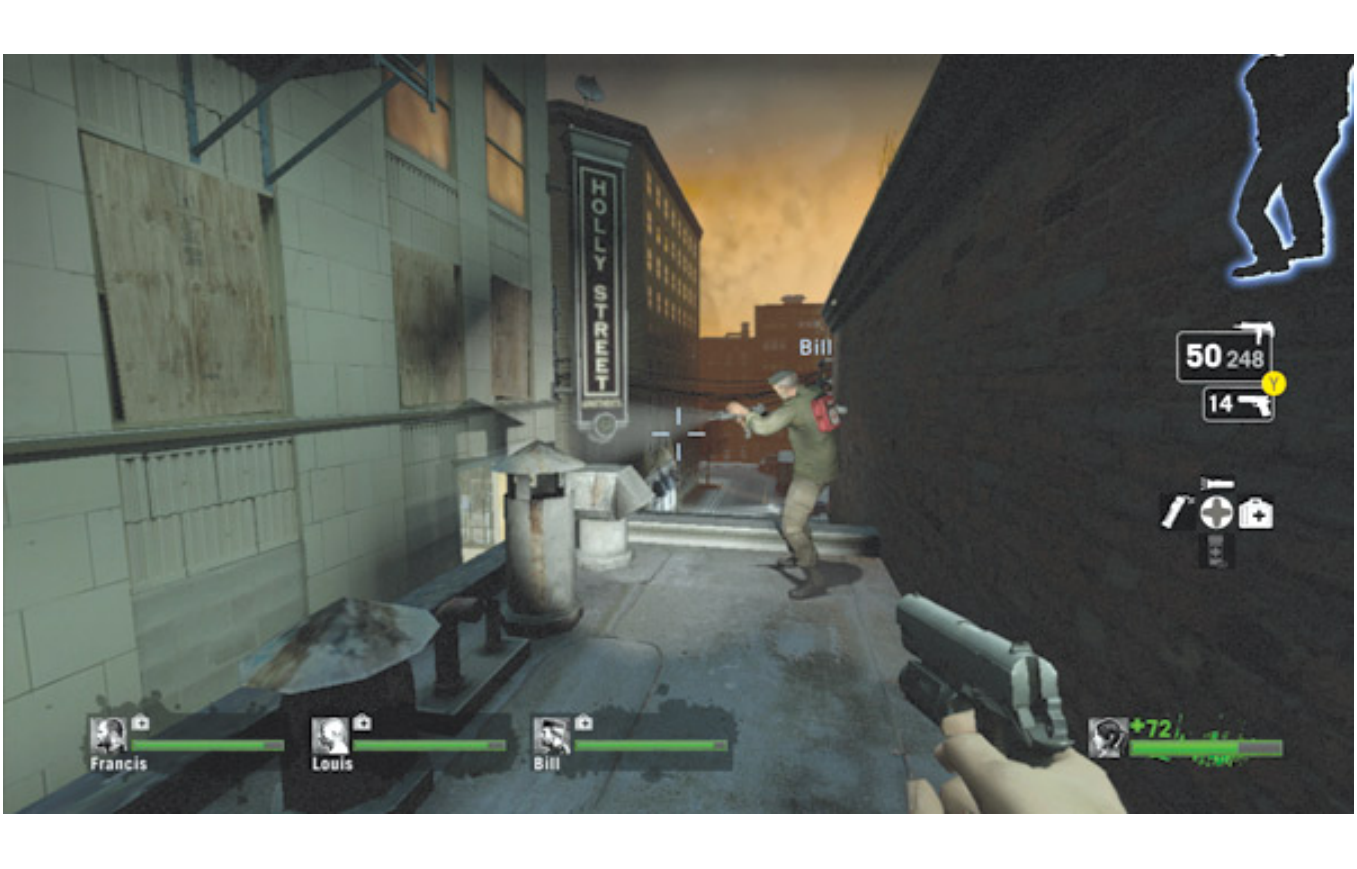
Rooftop Escape



Exit the living room through one of the three windows, stepping out onto the white metal rooftop. As you make the transition, locate the yellow ladder on the brick wall to the right—climbing this ladder is your next goal.

Before rushing the ladder, engage all the infected on the rooftop. You don't want them clawing at your backs as you climb the ladder. Watch for more infected leaping off the ledge above the ladder and attacking through the apartment windows.

Once all attacks have been defeated, quickly climb the ladder before more infected arrive.



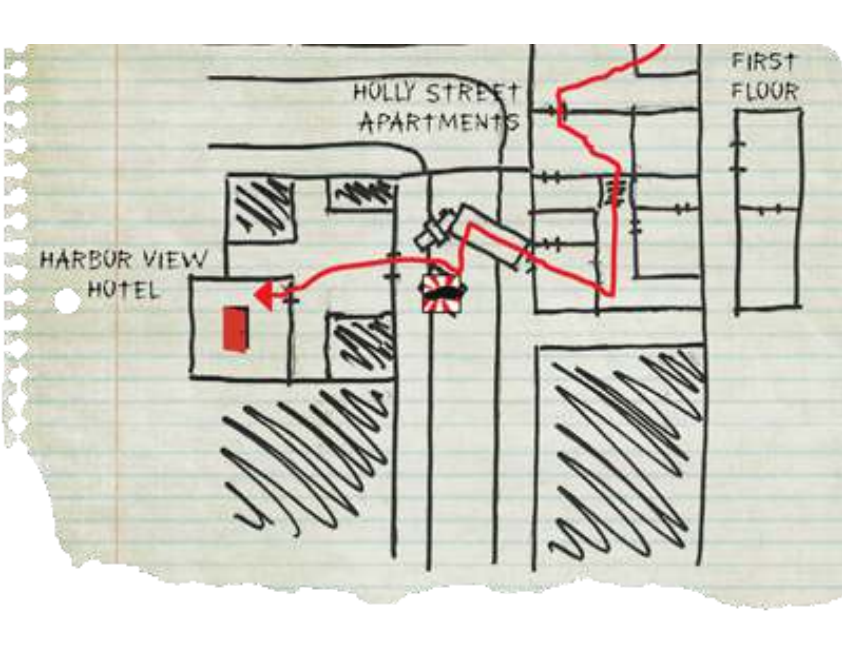
After climbing the ladder, race across the next rooftop toward the Holly Street Apartments sign connected to the adjoining building. To reach the apartments your team must drop onto a metal duct, then down onto a patio outside one of the apartments.

During this series of drops, make sure your team stays together. If necessary, initiate a voice countdown before each elevation transition to ensure your team sticks together.

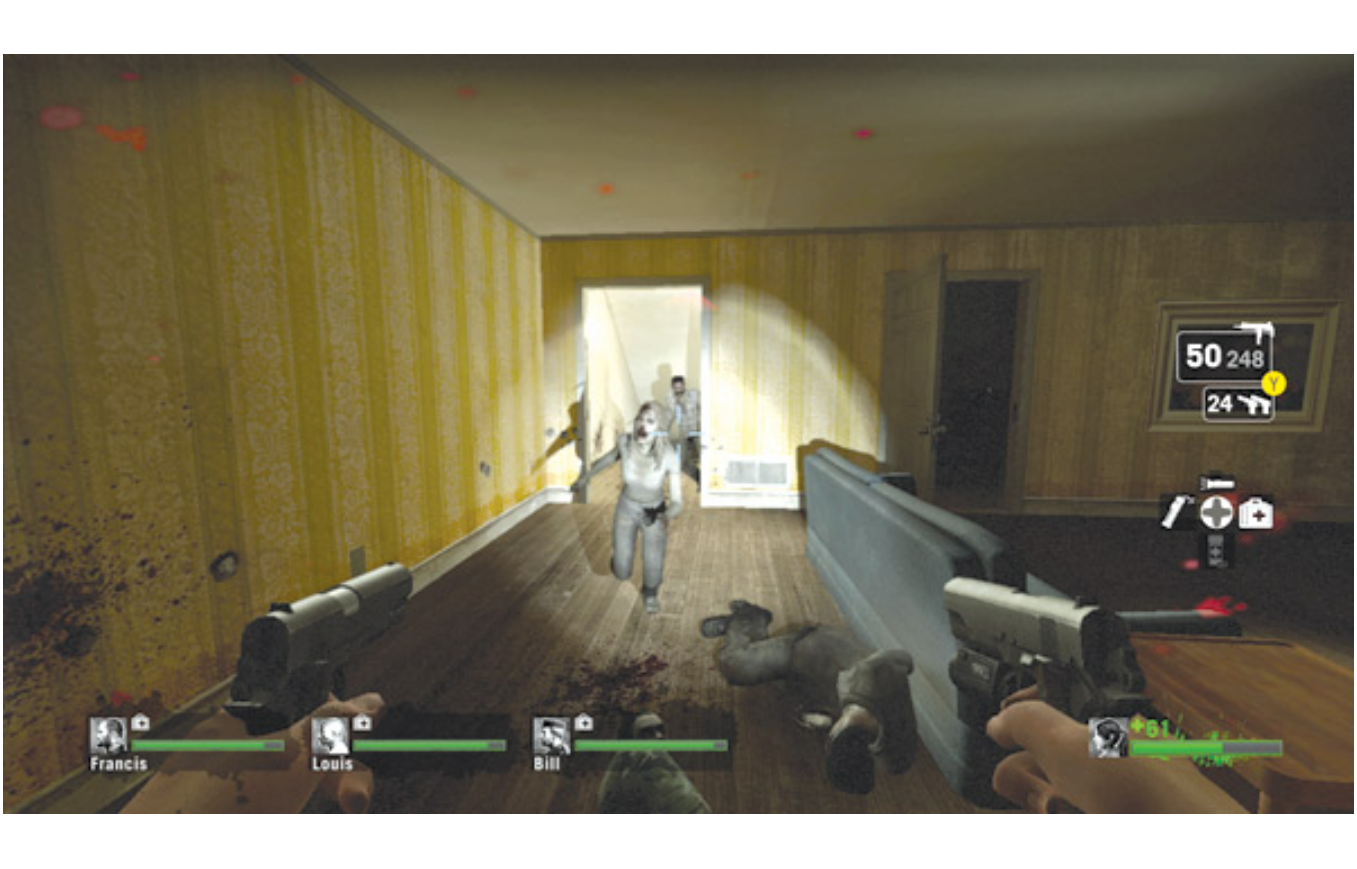
This is an area that Hunters and Smokers can take advantage of, pinning or ensnaring stragglers on the rooftop while the rest of the team has entered the apartment.

Once you've dropped down, there's no way to get back up and rescue incapacitated teammates.

Holly Street Apartments



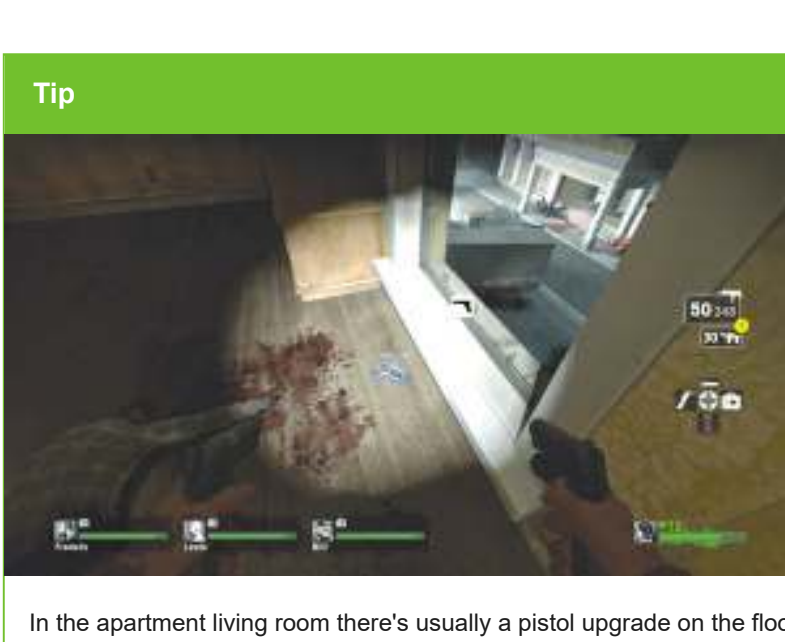
After dropping onto the patio outside the apartment, make sure your team is together and storm inside the adjoining living room. Immediately turn your attention to the stairway on the opposite side of the room.



The sound of your footsteps may alert the infected downstairs, triggering them to come rushing up the steps. Establish a firing line in front of the stairway and blast them as they surge up.

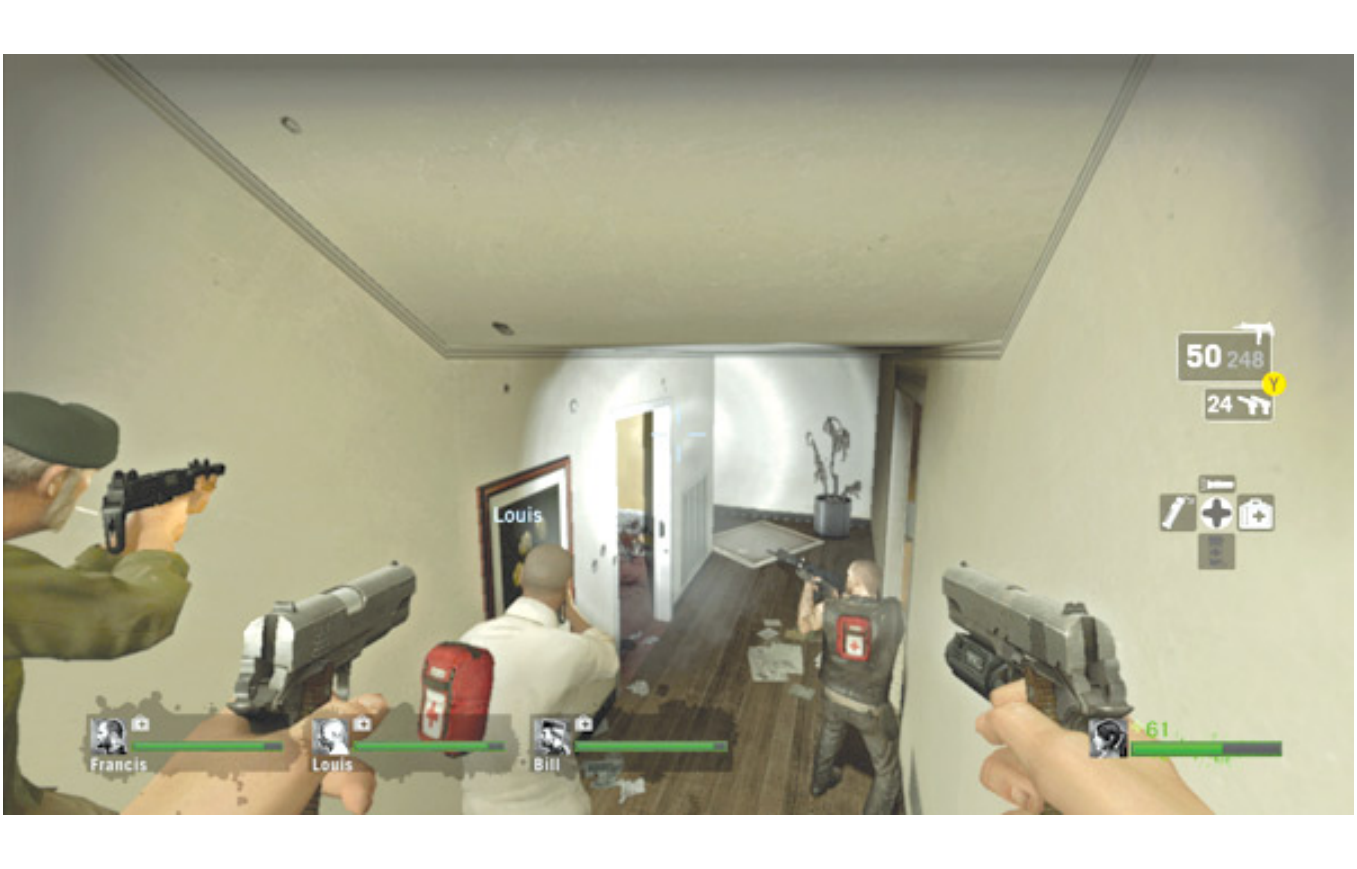
There may be other infected in the nearby bedroom and bathroom, so don't turn a blind eye to those rooms. Two teammates can adequately cover the stairway while the rest of the team sweeps the other rooms for infected and supplies.

Tip



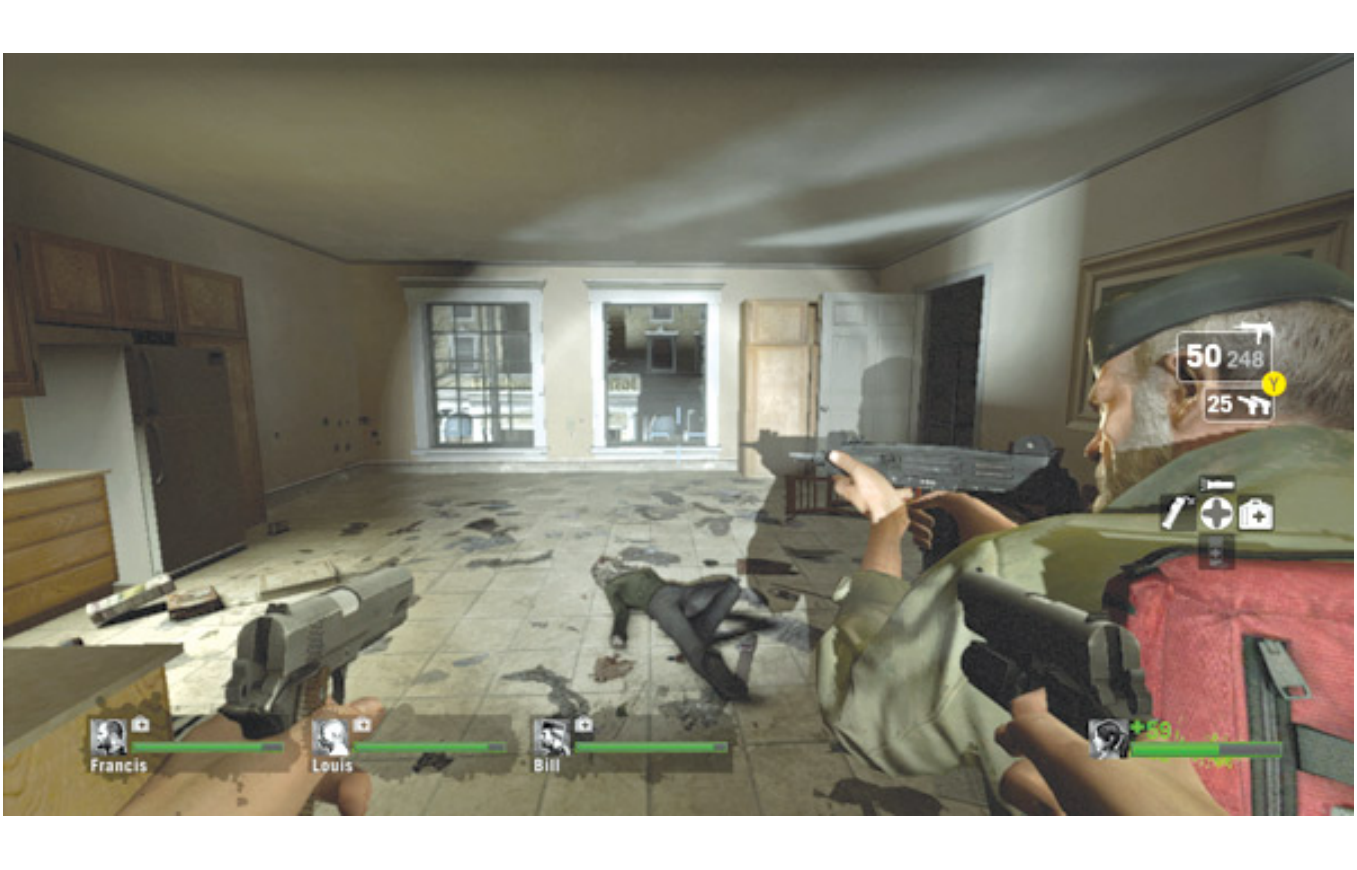
In the apartment living room there's usually a pistol upgrade on the floor by the window near the patio. Make sure everybody grabs one to take advantage of dual pistols.

Once the upstairs area is clear, head downstairs. In the hall at the bottom of the steps are two doorways. The one on the left leads to a relatively empty room with a large hole in the ceiling. The door on the right leads into the kitchen, and to the apartment's exit into the street.



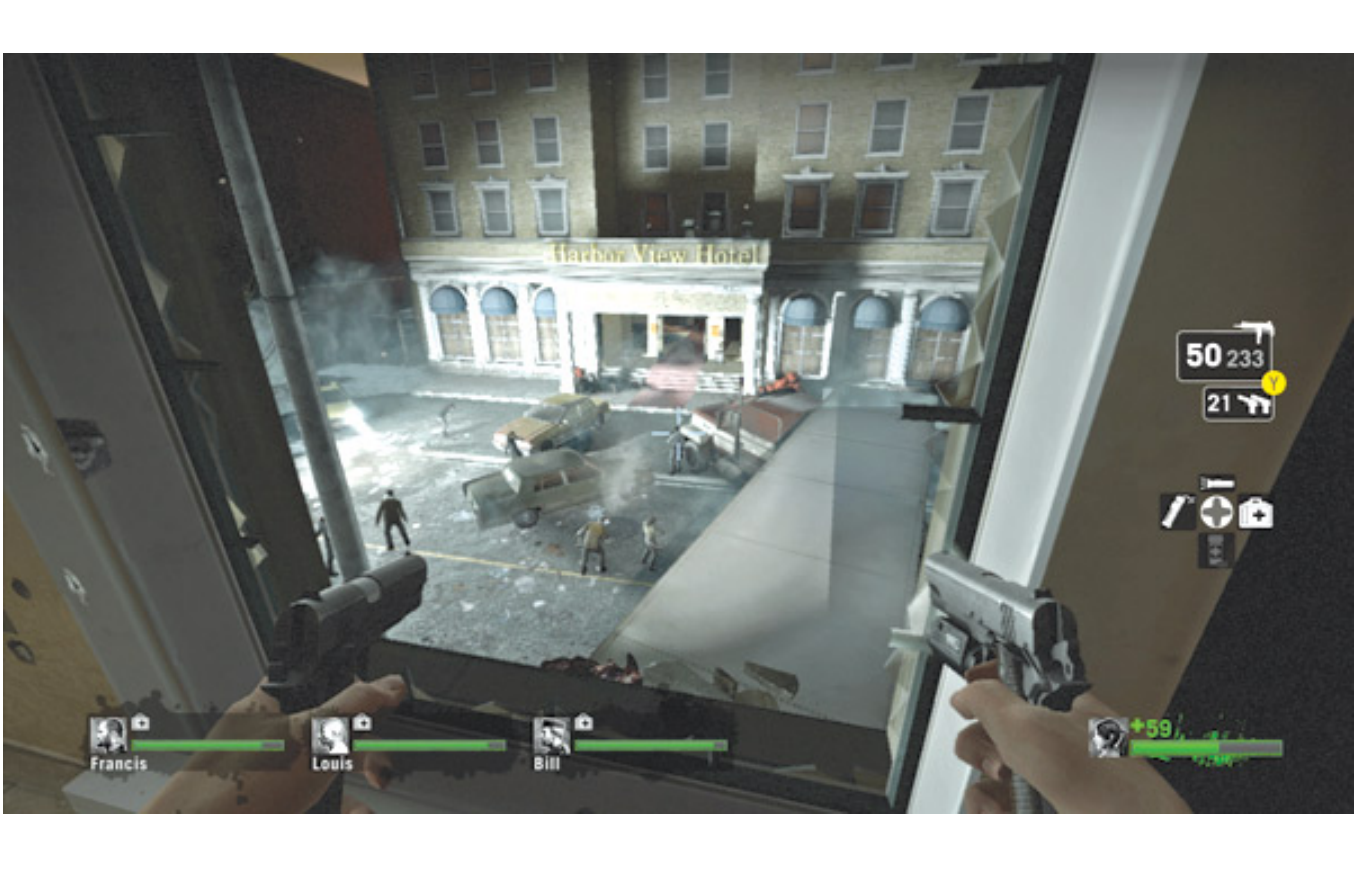
These doorways are directly across from one another, so be careful to clear both rooms before turning your back on one doorway. Consider tossing a molotov or pipe bomb into the empty room on the left while your team rushes the kitchen on the right.

Otherwise, clear both rooms simultaneously with two teammates storming each. But before rushing into action, draw out any infected and gun them down in the hallway to thin out the resistance.



As you sweep the kitchen, notice the two windows on the opposite wall—the window on the right is the apartment's exit. Before racing over to the window, make sure this area is clear, including the closet to the right.

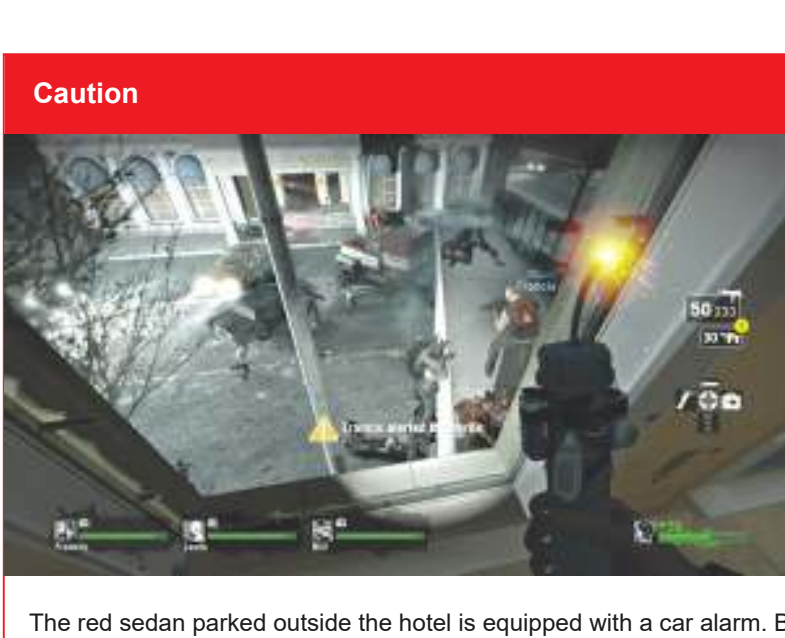
Infected may also attack from the open window or even flank your team from behind by rushing down the steps. So don't get too cozy in here.



Move to the window and examine the scene in the street below. There's a big rig parked just beneath the window, which means your team can drop onto the rig's trailer.

From there your team can safely drop down onto the street and rush into the hotel, where the safe house is located. Regroup and exit the apartment together. Stragglers may fall victim to Hunters or Smokers.

Caution

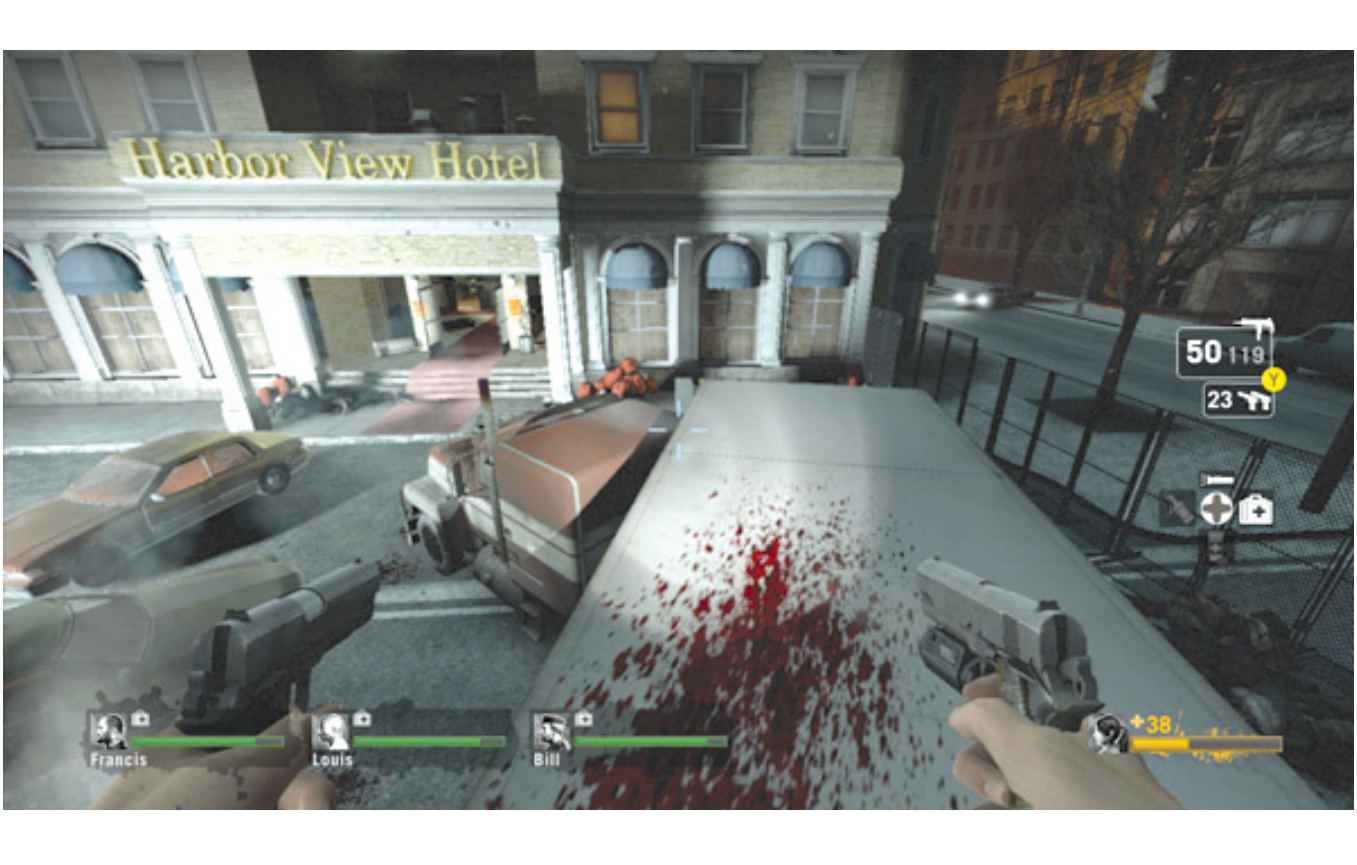


The red sedan parked outside the hotel is equipped with a car alarm. Be really careful when engaging the infected in the street. One stray bullet can set off the alarm, triggering a massive swarm attack.

If this occurs, quickly toss a pipe bomb away from your team to attract the infected. However, that won't be enough. You'll need to fend off even more common infected after the pipe bomb explodes.

Watch for attackers rushing your team from the street, the hotel, and the apartment's kitchen window.

Harbor View Hotel



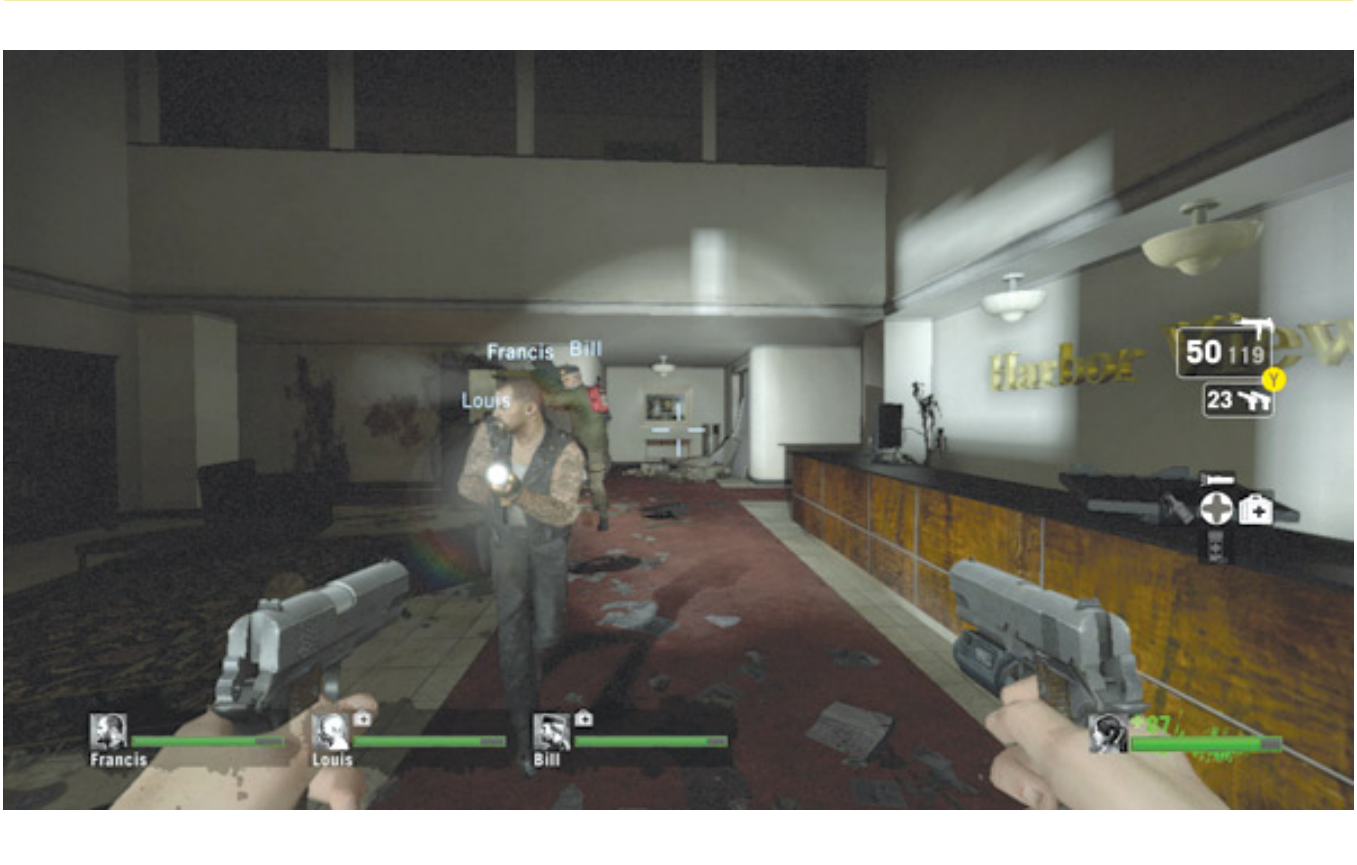
After climbing out of the apartment window, move along the top of the big rig's trailer toward the Harbor View Hotel on the opposite side of the street.

Infected can climb up the sides of the trailer, so don't get too comfortable up here. Rush along the trailer's length or drop off one of the sides to access the street.

Note

The Holly Street Apartments building has a first floor that is accessible from the street - just hop off the right side of the trailer - but these two rooms are dead ends and usually contain no pickups.

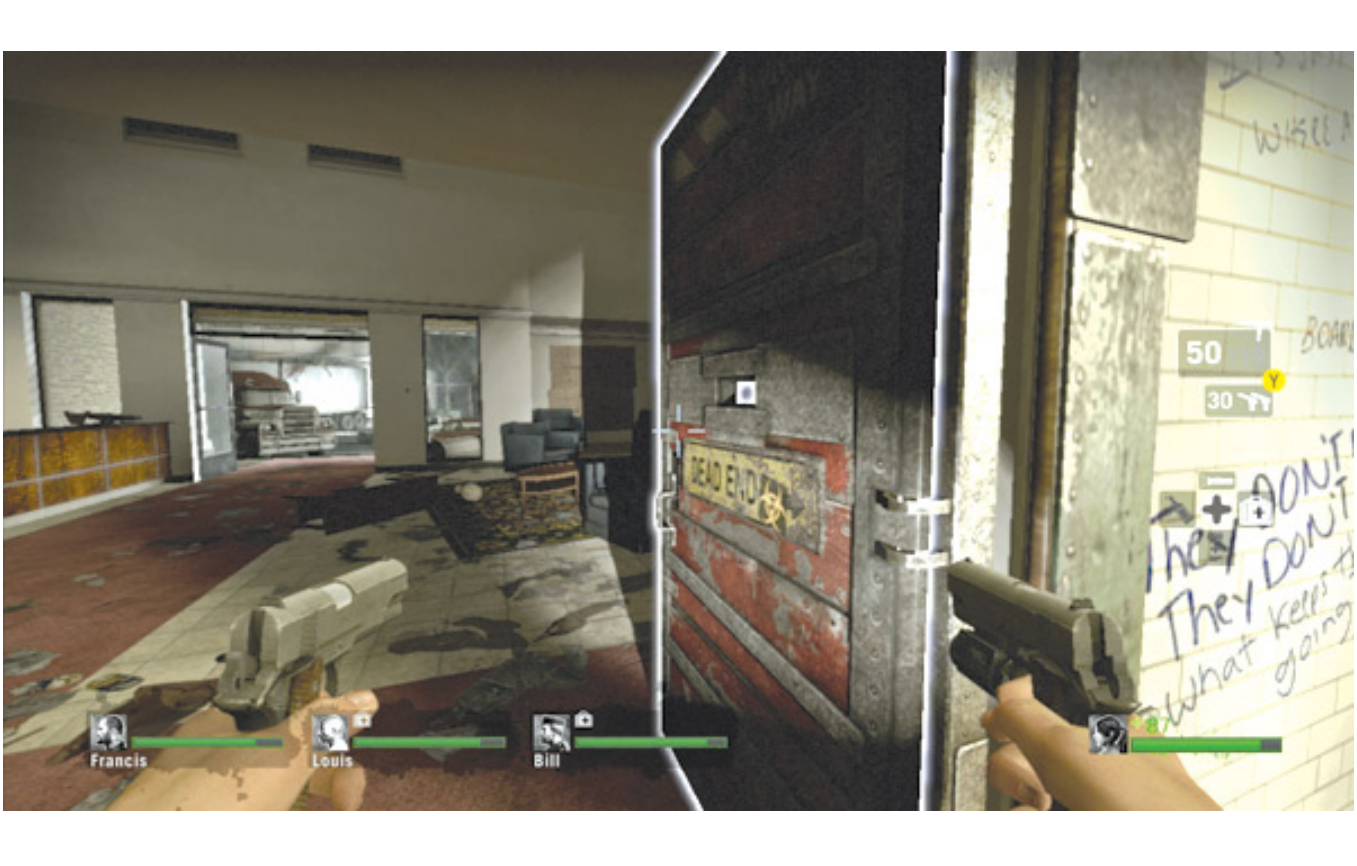
So avoid investigating and stay focused on reaching the safe house inside the hotel.



The hotel lobby is very dark, so make sure you have your flashlights on as you enter. There may be a few infected lurking in the corners, but most attacks come from the street, with the infected chasing after your team.

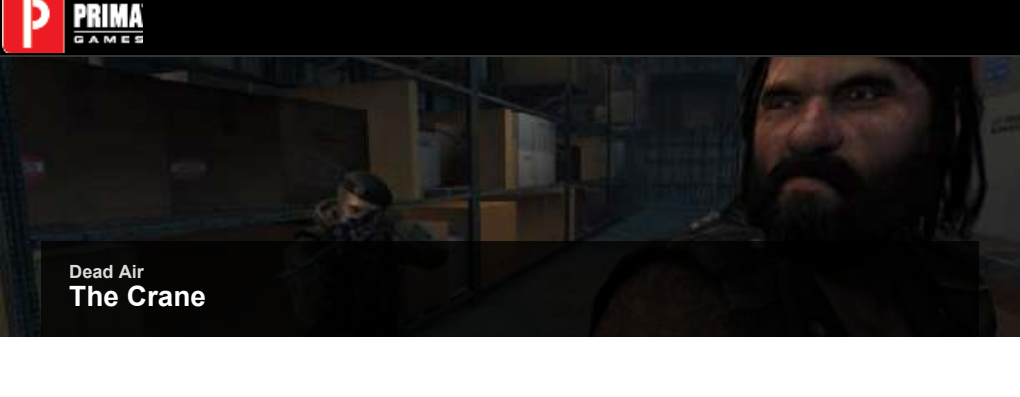
So keep an eye on the hotel's entrance while backpedaling toward the safe house.

Kitchen Safe House



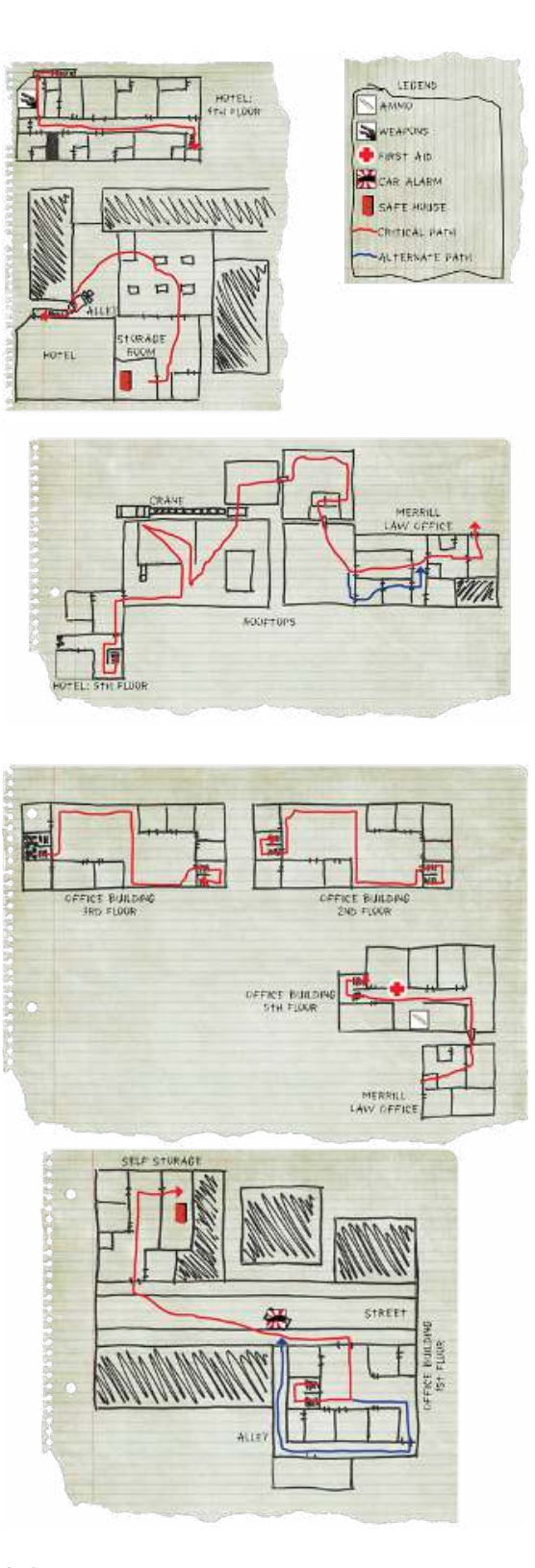
The hotel's first-floor kitchen serves as the safe house for this level—it's just past the front desk at the back of the lobby. Get inside and hold near the door, waiting for all your teammates to get inside.

The safe house doorway has a clear view of the hotel's entrance, making it easy to provide covering fire while inside the safe house. Once everyone's inside, slam the door to complete the level.

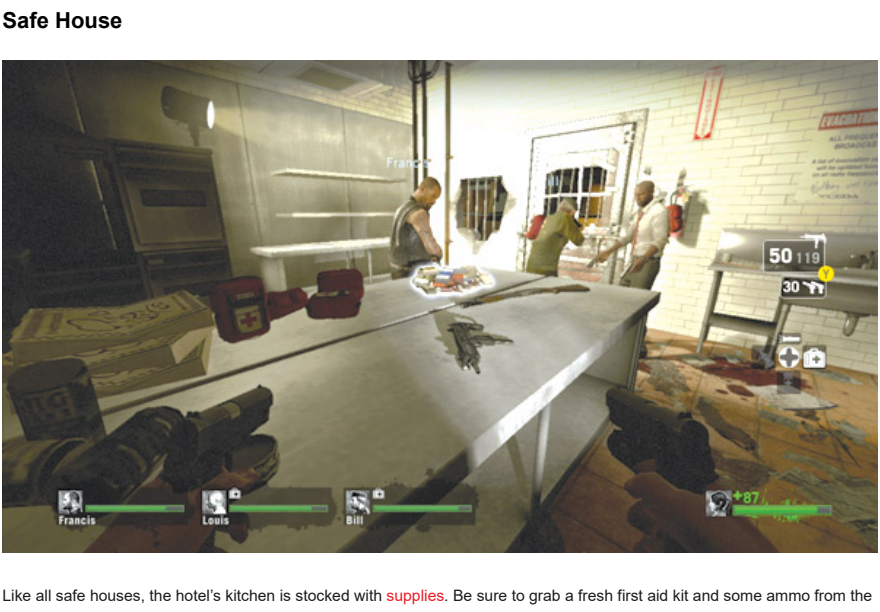


Dead Air

The Crane



Safe House

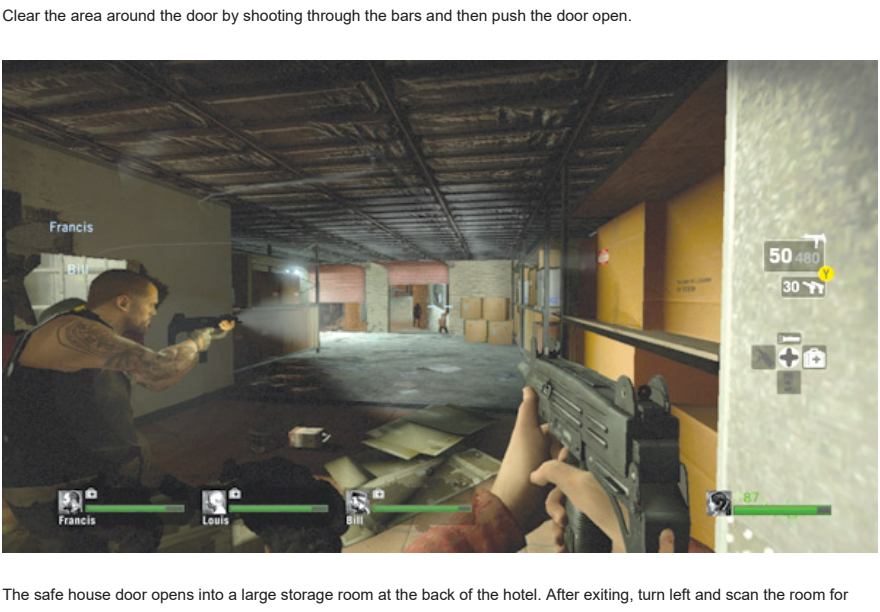


Like all safe houses, the hotel's kitchen is stocked with supplies. Be sure to grab a fresh first aid kit and some ammo from the table in the center of the kitchen.

The only weapons on the table are an SMG and a pump shotgun. In this level your team must advance through more cramped interiors and across rooftops.

So mix your team's load-out evenly by taking two SMGs and two pump shotguns. Before exiting the safe house, peer through the bars in the door and wall to scout the storage room on the other side for infected.

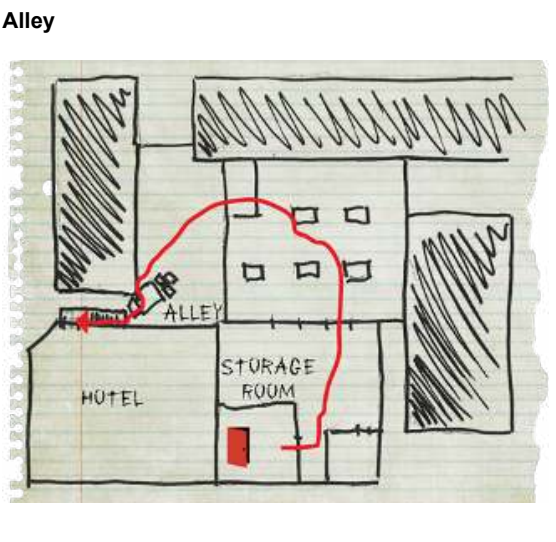
Clear the area around the door by shooting through the bars and then push the door open.

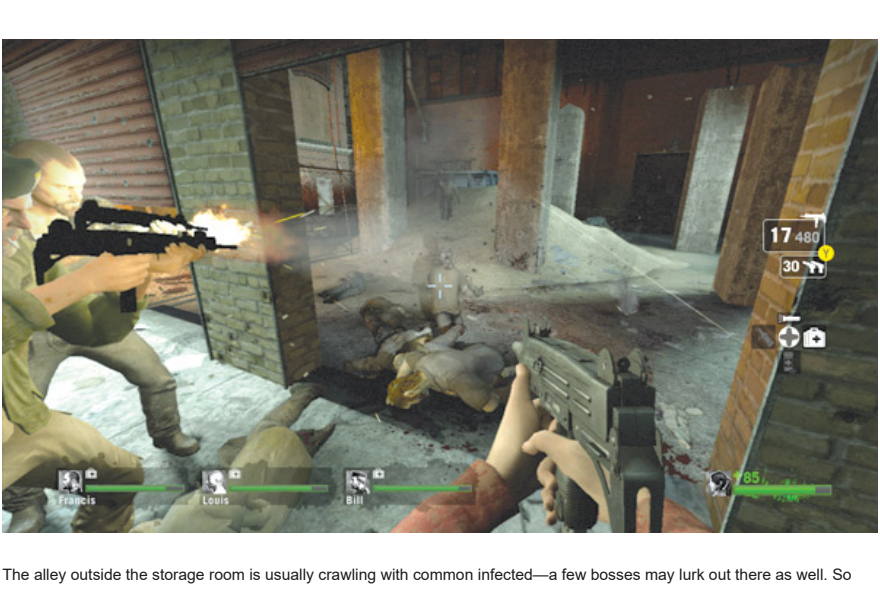


The safe house door opens into a large storage room at the back of the hotel. After exiting, turn left and scan the room for threats. The storage room may be empty for now, but more infected can enter from the alley by passing through the open sliding doors at the far side of the room.

Have at least a couple of teammates watch these entry points at all times while other team members search the storage room for infected and supplies.

Alley

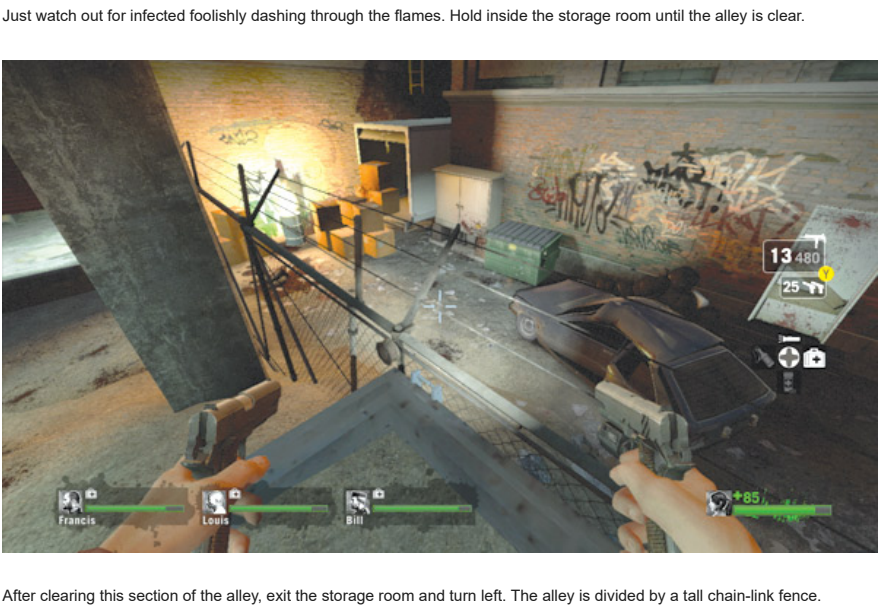




The alley outside the storage room is usually crawling with common infected—a few bosses may lurk out there as well. So don't rush into the alley. Instead, hold at the two sliding doors and gun down all visible threats.

This allows your team to focus their fire through these narrow doorways while avoiding getting flanked. If the infected attacks increase in volume, toss a molotov in front of these doors to create a fiery barrier.

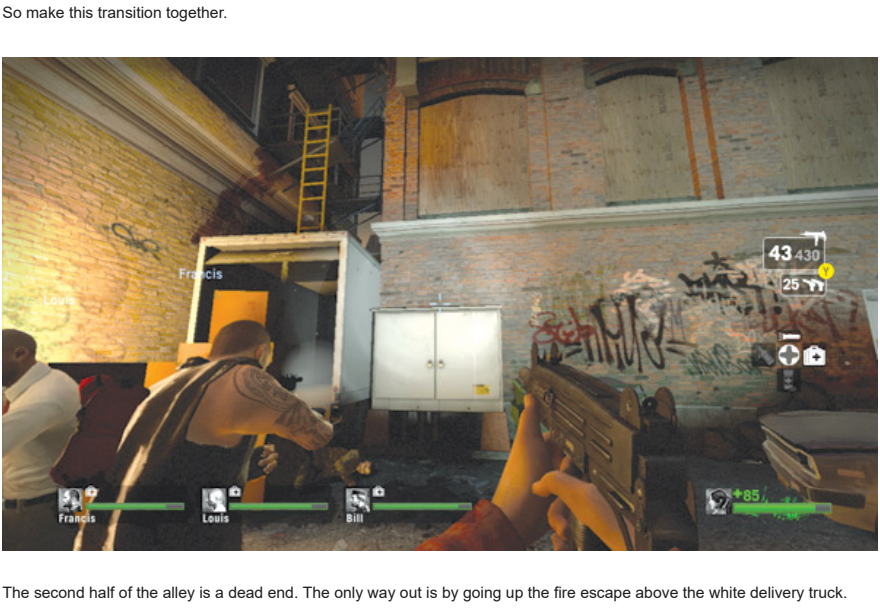
Just watch out for infected foolishly dashing through the flames. Hold inside the storage room until the alley is clear.



After clearing this section of the alley, exit the storage room and turn left. The alley is divided by a tall chain-link fence. Fortunately, the large pile of dirt allows you to climb up onto a dumpster and hop over this obstacle.

Proceed with caution; infected on the other side can climb over the fence and attack your team. Also, make sure your team hops over the fence together, or at least in pairs. Once on the other side of the fence, there's no way to get back across.

Anyone left behind could get attacked by a Smoker or Hunter, and it would be impossible for the rest of the team to respond. So make this transition together.

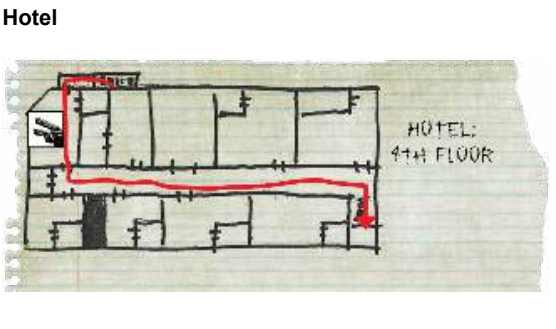


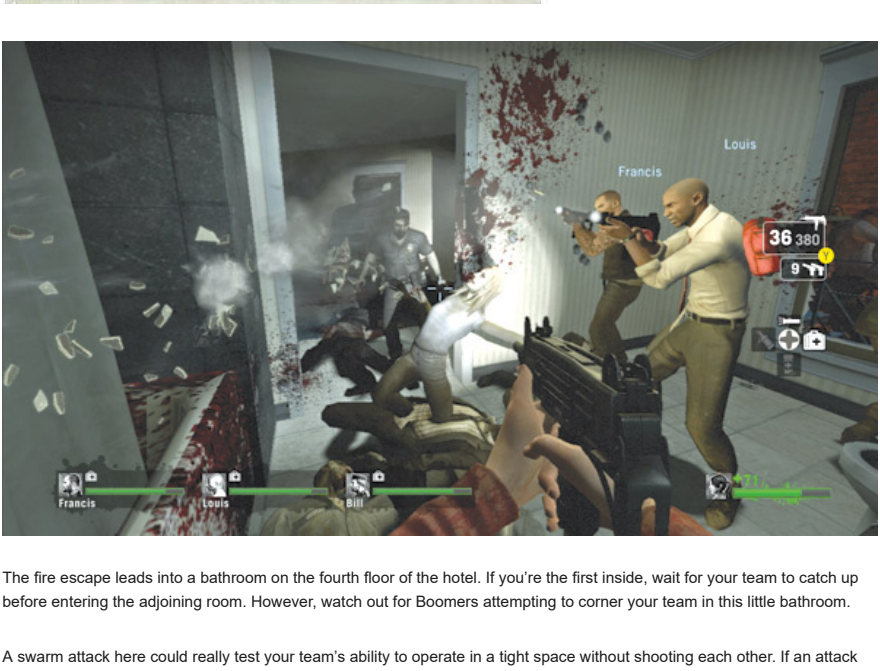
The second half of the alley is a dead end. The only way out is by going up the fire escape above the white delivery truck. Instead of climbing the cardboard boxes, locate the green dumpster along the brick wall.

Hop up onto the dumpster, then onto the white electrical box next to the truck. From there you can reach the top of the truck and the yellow ladder leading up to the fire escape. Staying together through all these jumps and climbs can be difficult, but it's very important.

The fire escape dead-ends on the fourth floor outside the hotel. Climb through the window to reenter the hotel.

Hotel

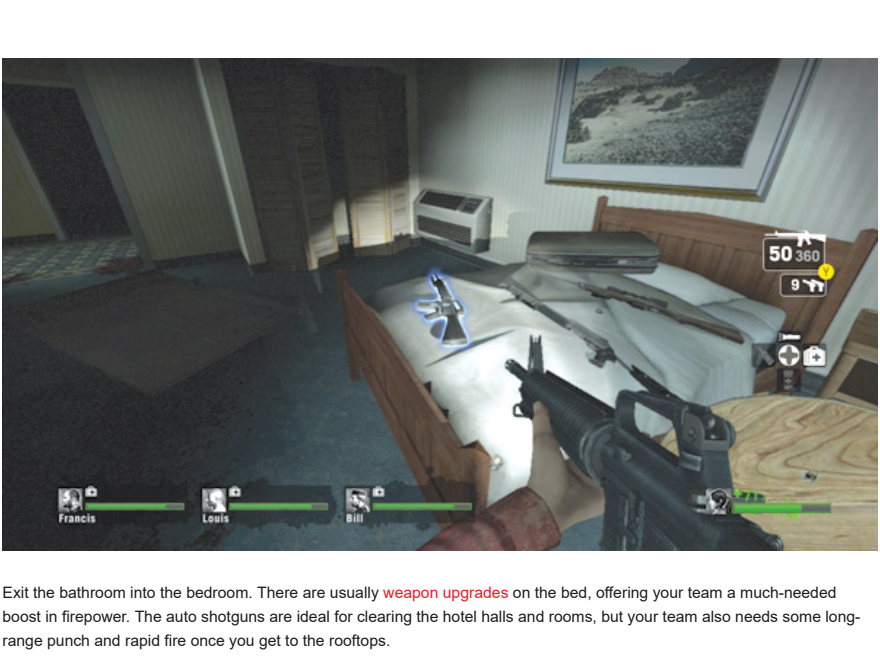




The fire escape leads into a bathroom on the fourth floor of the hotel. If you're the first inside, wait for your team to catch up before entering the adjoining room. However, watch out for Boomers attempting to corner your team in this little bathroom.

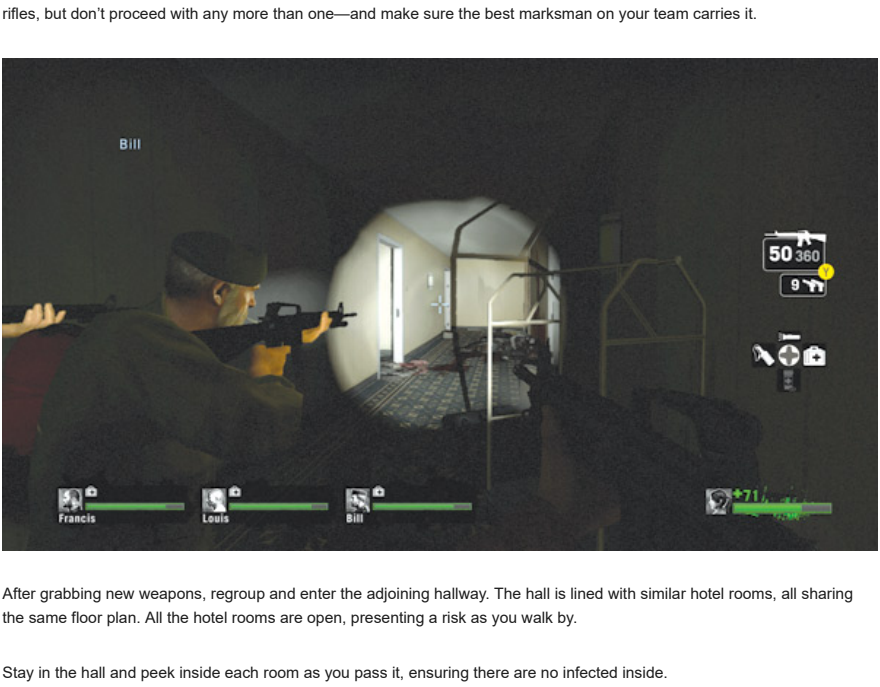
A swarm attack here could really test your team's ability to operate in a tight space without shooting each other. If an attack occurs, don't move around.

Just aim at the doorway and open fire. If there are teammates behind you, crouch so they have a better view of the doorway.



Exit the bathroom into the bedroom. There are usually weapon upgrades on the bed, offering your team a much-needed boost in firepower. The auto shotguns are ideal for clearing the hotel halls and rooms, but your team also needs some long-range punch and rapid fire once you get to the rooftops.

So consider equipping two auto shotguns and two assault rifles. A sniper rifle can be a good substitute for one of the assault rifles, but don't proceed with any more than one—and make sure the best marksman on your team carries it.



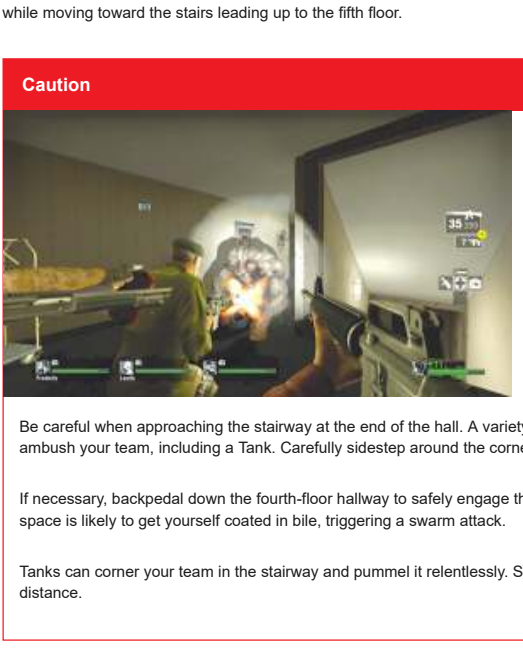
After grabbing new weapons, regroup and enter the adjoining hallway. The hall is lined with similar hotel rooms, all sharing the same floor plan. All the hotel rooms are open, presenting a risk as you walk by.

Stay in the hall and peek inside each room as you pass it, ensuring there are no infected inside.

Don't bother performing entries at each room—there are rarely any supplies inside these side rooms. Also, don't let the side rooms draw your attention from the hall. If an infected attack occurs in this area, it's mostly likely going to originate from the stairway at the end of the hall.

For this reason, designate at least one teammate to watch the end of the hall at all times. Systematically sweep the rooms while moving toward the stairs leading up to the fifth floor.

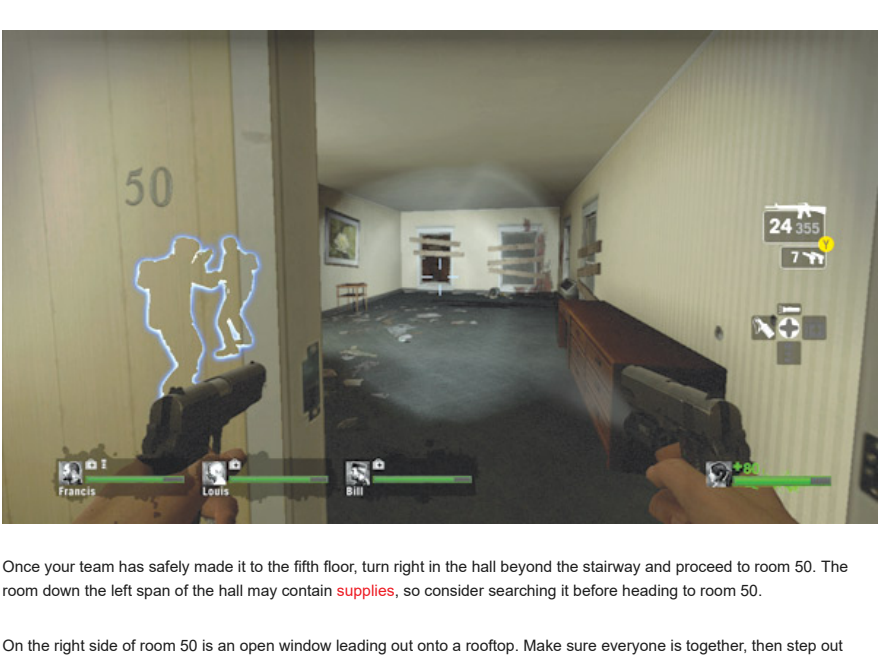
Caution



Be careful when approaching the stairway at the end of the hall. A variety of infected bosses may be waiting here to ambush your team, including a Tank. Carefully sidestep around the corner while aiming up the steps.

If necessary, backpedal down the fourth-floor hallway to safely engage the threat. Shooting a Boomer in this cramped space is likely to get yourself coated in bile, triggering a swarm attack.

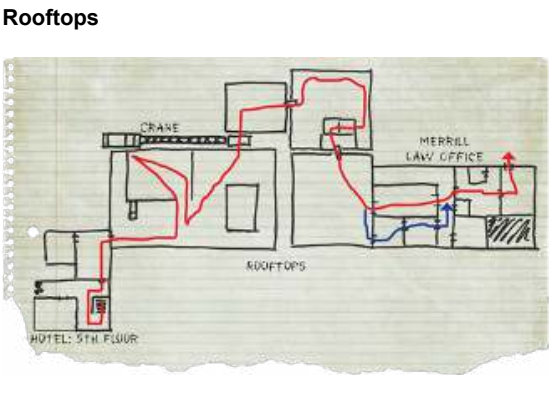
Tanks can corner your team in the stairway and pummel it relentlessly. So in any case, be ready to retreat to a safe distance.

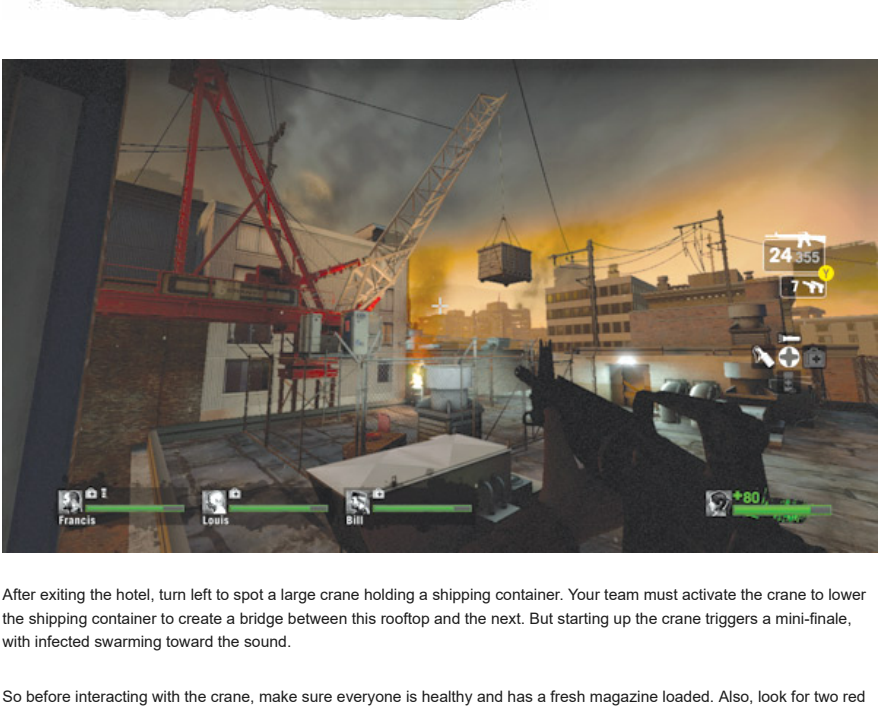


Once your team has safely made it to the fifth floor, turn right in the hall beyond the stairway and proceed to room 50. The room down the left span of the hall may contain supplies, so consider searching it before heading to room 50.

On the right side of room 50 is an open window leading out onto a rooftop. Make sure everyone is together, then step out onto the roof.

Rooftops

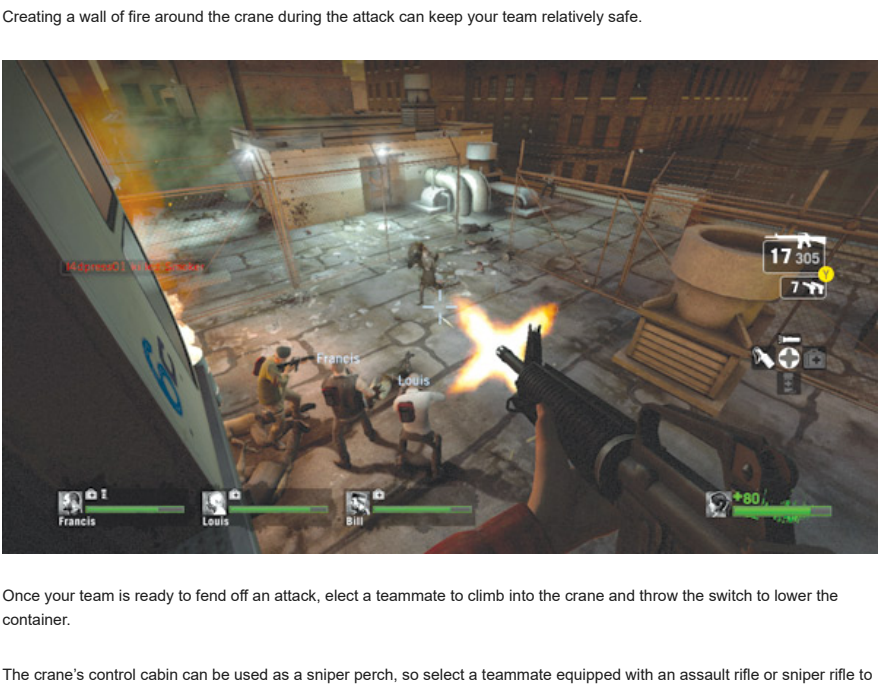




After exiting the hotel, turn left to spot a large crane holding a shipping container. Your team must activate the crane to lower the shipping container to create a bridge between this rooftop and the next. But starting up the crane triggers a mini-finale, with infected swarming toward the sound.

So before interacting with the crane, make sure everyone is healthy and has a fresh magazine loaded. Also, look for two red fuel cans near the crane. Toss these cans along the sides of the crane, near the chain-link fence.

Creating a wall of fire around the crane during the attack can keep your team relatively safe.



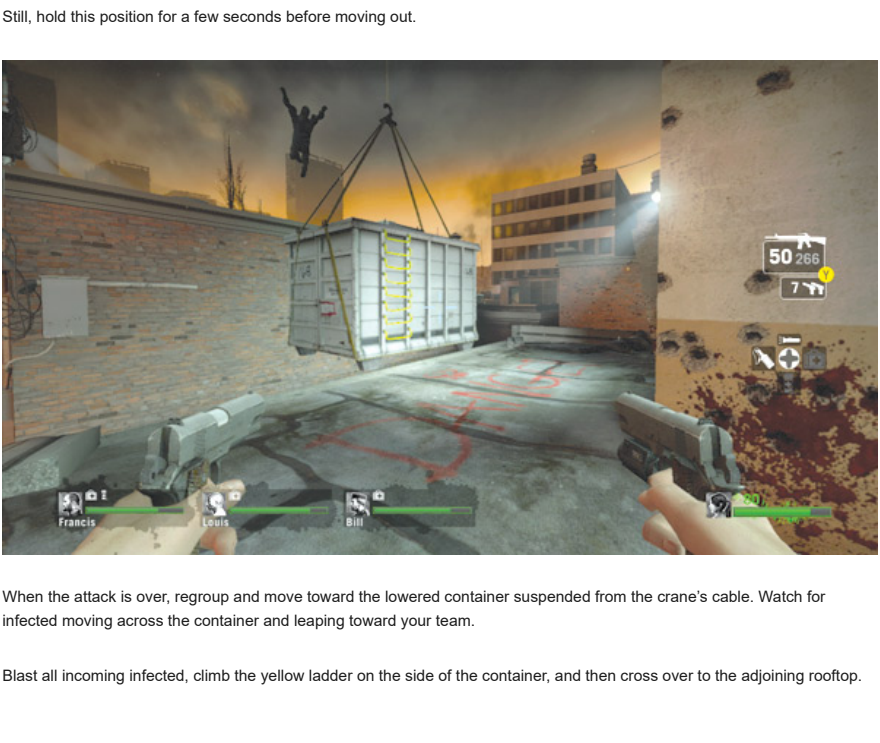
Once your team is ready to fend off an attack, elect a teammate to climb into the crane and throw the switch to lower the container.

The crane's control cabin can be used as a sniper perch, so select a teammate equipped with an assault rifle or sniper rifle to throw the switch. The chain-link fence around the crane gives your team a tremendous advantage during the attack.

The infected can climb the fence, but doing so slows them down, giving your team ample time to gun them down. The gap in the fence is a critical choke point that must be watched at all times. Infected will come rushing through this entry point.

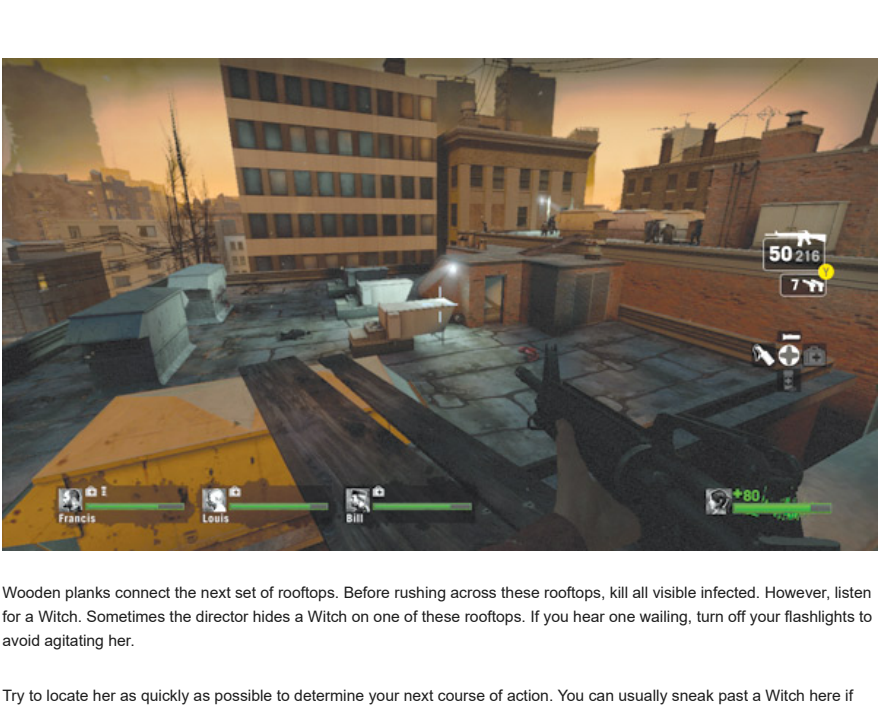
Consider igniting one of the fuel cans at this point. But the fire won't last forever, so make sure at least a couple of teammates are watching this area throughout the attack. Once the crane has lowered the container into position, the infected attack dwindles.

Still, hold this position for a few seconds before moving out.



When the attack is over, regroup and move toward the lowered container suspended from the crane's cable. Watch for infected moving across the container and leaping toward your team.

Blast all incoming infected, climb the yellow ladder on the side of the container, and then cross over to the adjoining rooftop.

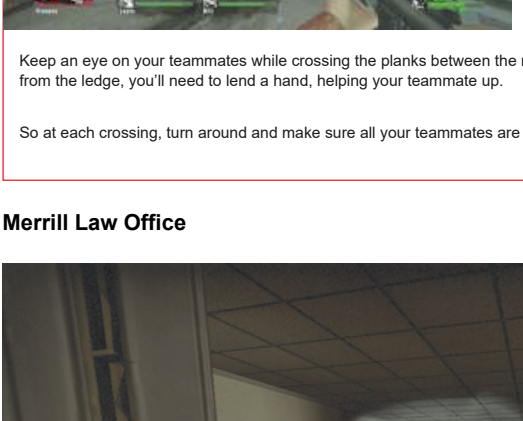


Wooden planks connect the next set of rooftops. Before rushing across these rooftops, kill all visible infected. However, listen for a Witch. Sometimes the director hides a Witch on one of these rooftops. If you hear one wailing, turn off your flashlights to avoid agitating her.

Try to locate her as quickly as possible to determine your next course of action. You can usually sneak past a Witch here if you're careful. But if she's directly in your path, you'll need to take her out.

Distance is your best ally when engaging a Witch, so back up as far as possible before opening fire. If you're lucky, your team can take her out before she gets into melee range.

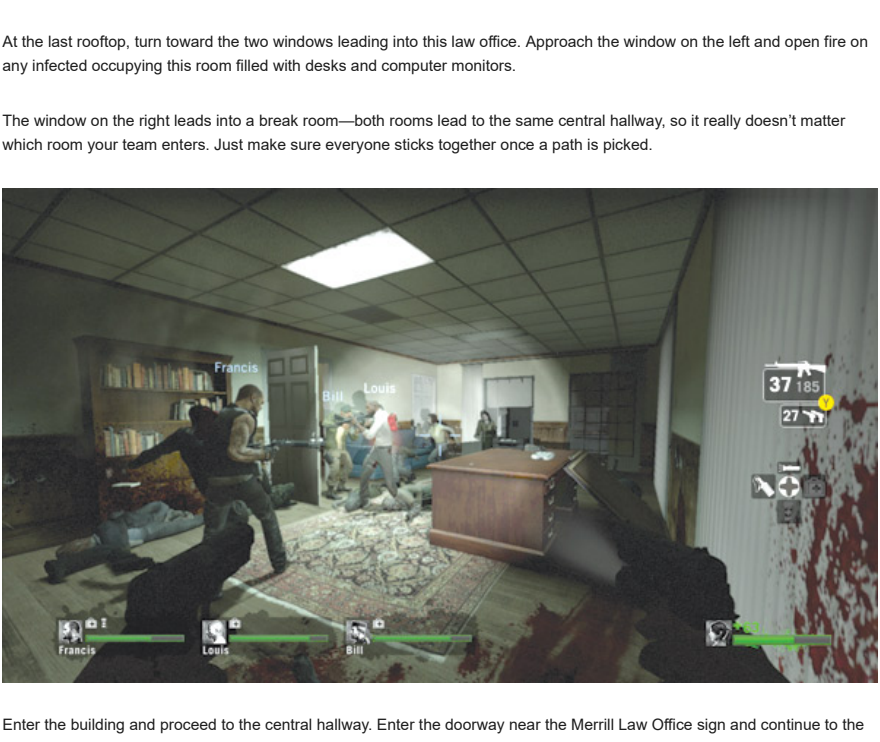
Caution



Keep an eye on your teammates while crossing the planks between the rooftops. If anyone slips and ends up dangling from the ledge, you'll need to lend a hand, helping your teammate up.

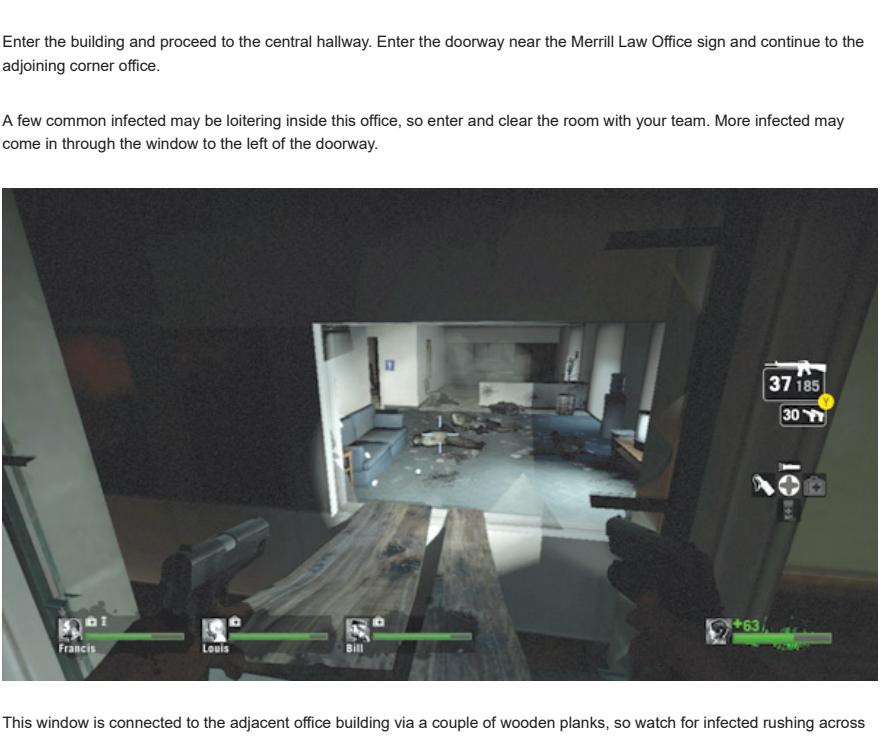
So at each crossing, turn around and make sure all your teammates are still with you.

Merrill Law Office



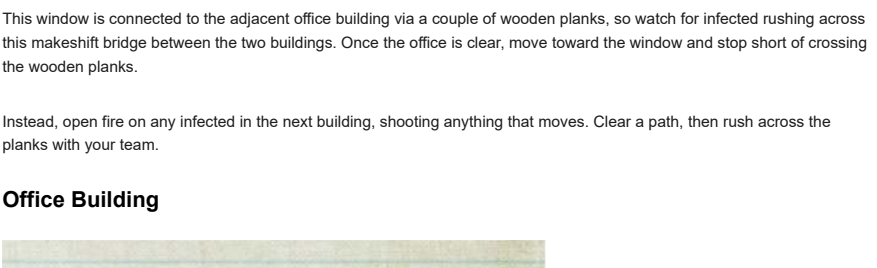
At the last rooftop, turn toward the two windows leading into this law office. Approach the window on the left and open fire on any infected occupying this room filled with desks and computer monitors.

The window on the right leads into a break room—both rooms lead to the same central hallway, so it really doesn't matter which room your team enters. Just make sure everyone sticks together once a path is picked.



Enter the building and proceed to the central hallway. Enter the doorway near the Merrill Law Office sign and continue to the adjoining corner office.

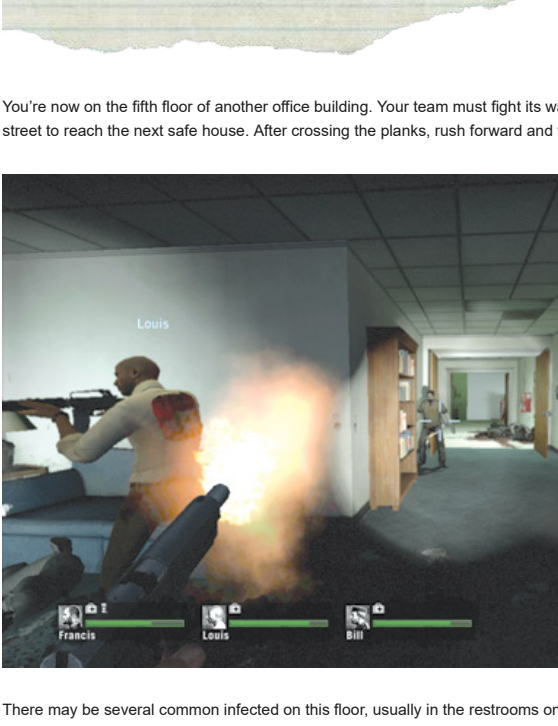
A few common infected may be loitering inside this office, so enter and clear the room with your team. More infected may come in through the window to the left of the doorway.



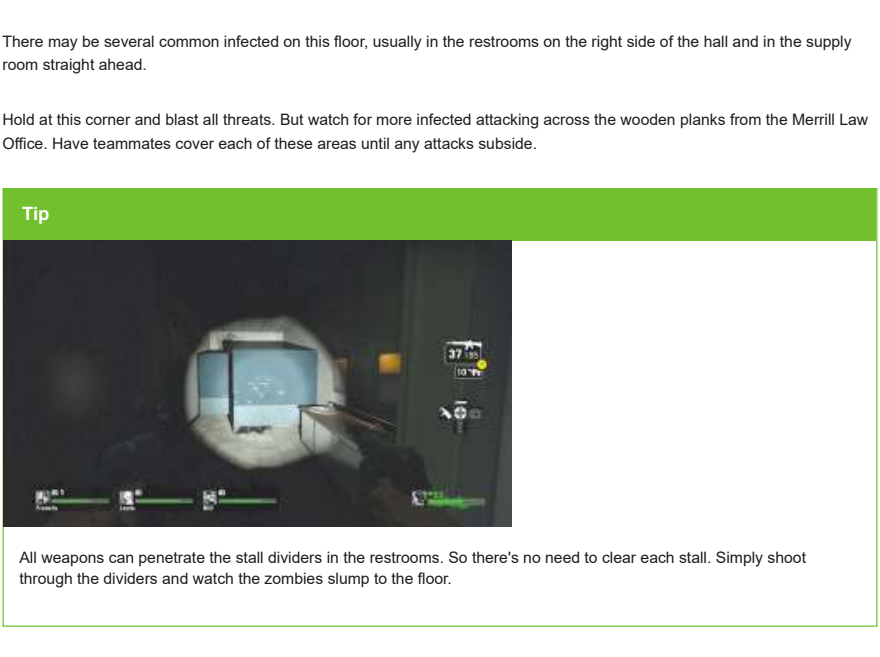
This window is connected to the adjacent office building via a couple of wooden planks, so watch for infected rushing across this makeshift bridge between the two buildings. Once the office is clear, move toward the window and stop short of crossing the wooden planks.

Instead, open fire on any infected in the next building, shooting anything that moves. Clear a path, then rush across the planks with your team.

Office Building



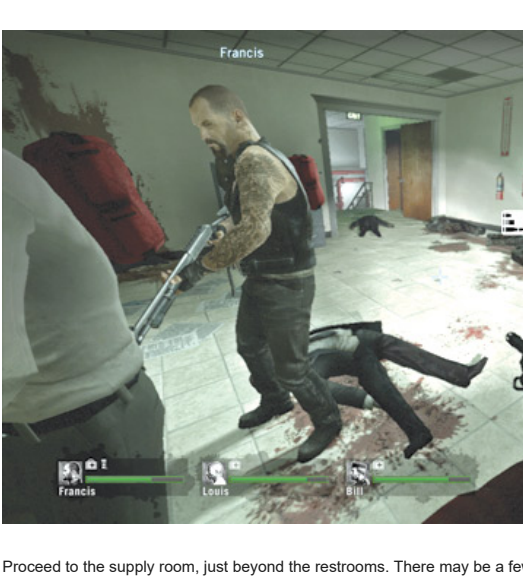
You're now on the fifth floor of another office building. Your team must fight its way downstairs to the first floor and access the street to reach the next safe house. After crossing the planks, rush forward and turn left to aim down this hallway.



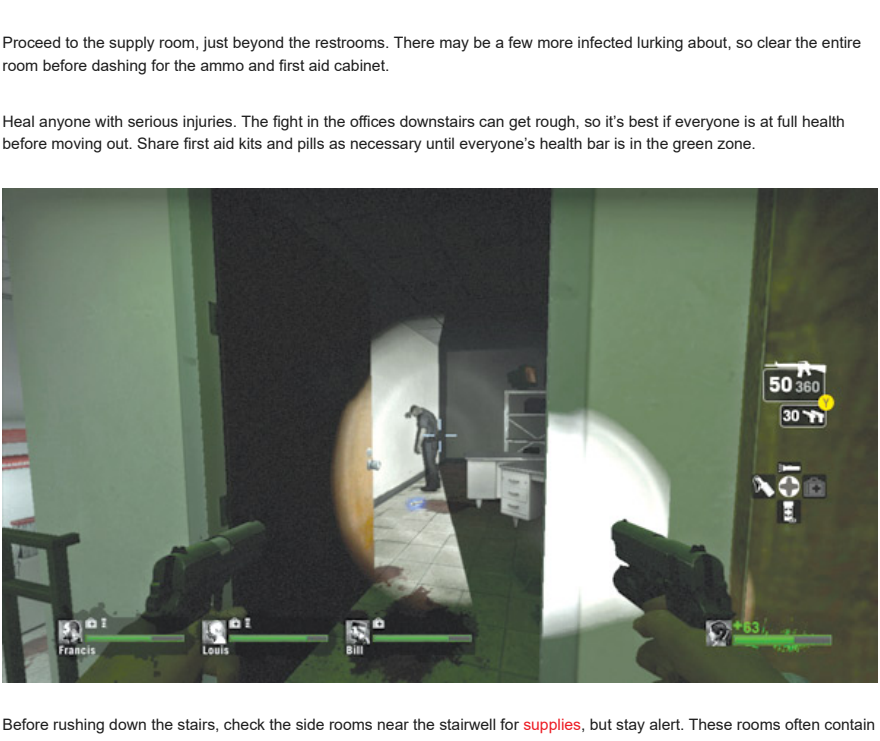
There may be several common infected on this floor, usually in the restrooms on the right side of the hall and in the supply room straight ahead.

Hold at this corner and blast all threats. But watch for more infected attacking across the wooden planks from the Merrill Law Office. Have teammates cover each of these areas until any attacks subside.

Tip

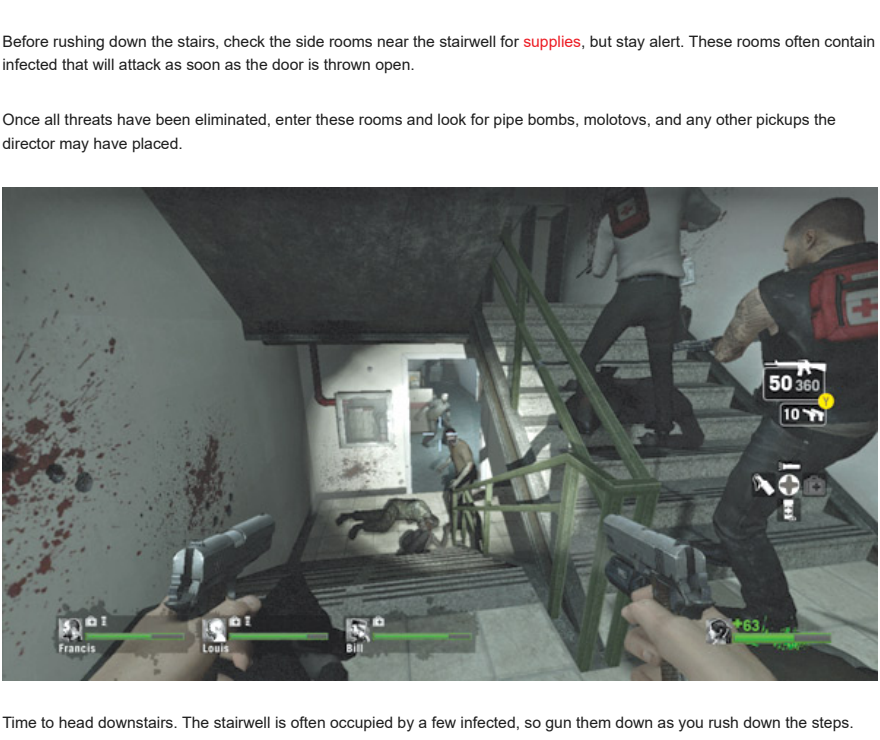


All weapons can penetrate the stall dividers in the restrooms. So there's no need to clear each stall. Simply shoot through the dividers and watch the zombies slump to the floor.



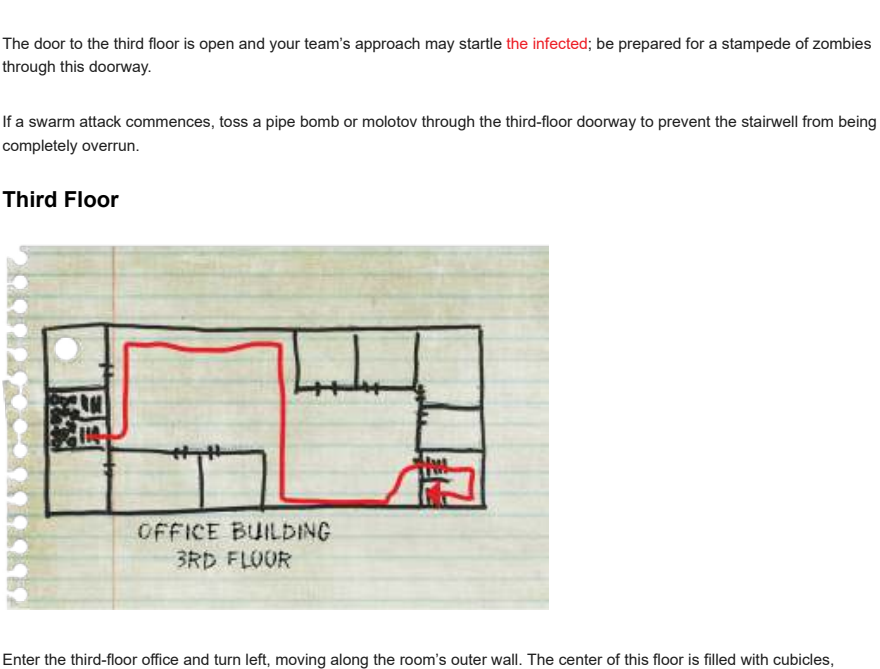
Proceed to the supply room, just beyond the restrooms. There may be a few more infected lurking about, so clear the entire room before dashing for the ammo and first aid cabinet.

Heal anyone with serious injuries. The fight in the offices downstairs can get rough, so it's best if everyone is at full health before moving out. Share first aid kits and pills as necessary until everyone's health bar is in the green zone.



Before rushing down the stairs, check the side rooms near the stairwell for supplies, but stay alert. These rooms often contain infected that will attack as soon as the door is thrown open.

Once all threats have been eliminated, enter these rooms and look for pipe bombs, molotovs, and any other pickups the director may have placed.

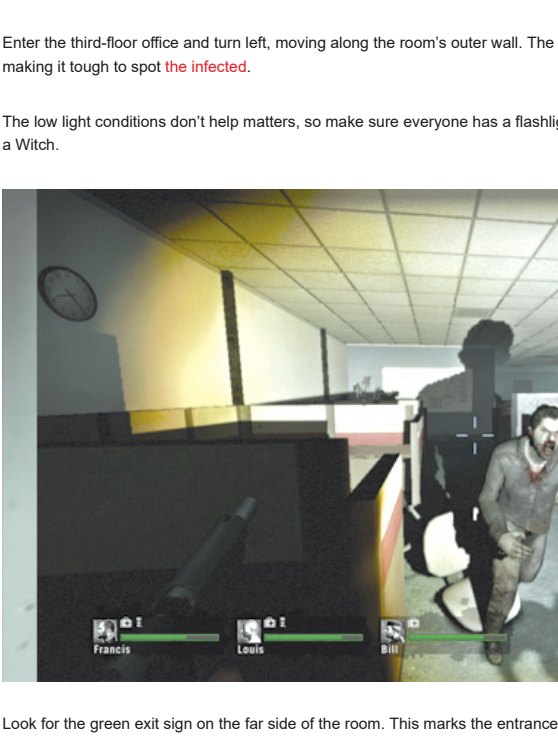


Time to head downstairs. The stairwell is often occupied by a few infected, so gun them down as you rush down the steps. The fourth floor of the office is off-limits, so keep moving down the steps toward the third floor.

The door to the third floor is open and your team's approach may startle the infected; be prepared for a stampede of zombies through this doorway.

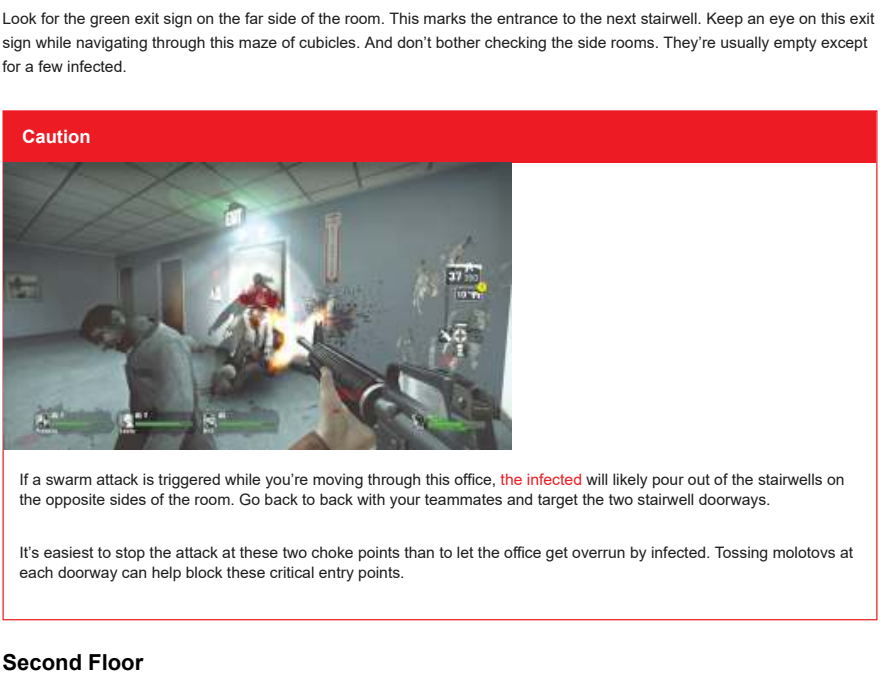
If a swarm attack commences, toss a pipe bomb or molotov through the third-floor doorway to prevent the stairwell from being completely overrun.

Third Floor



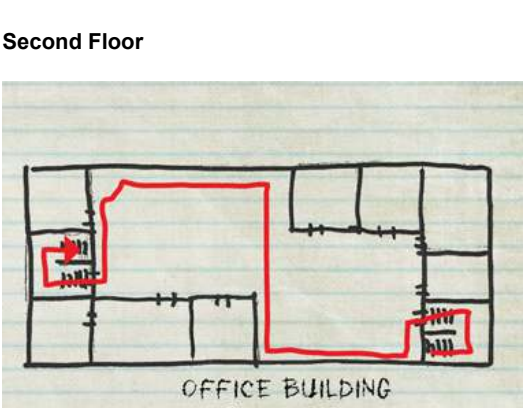
Enter the third-floor office and turn left, moving along the room's outer wall. The center of this floor is filled with cubicles, making it tough to spot the infected.

The low light conditions don't help matters, so make sure everyone has a flashlight turned on—unless you hear the wailing of a Witch.



Look for the green exit sign on the far side of the room. This marks the entrance to the next stairwell. Keep an eye on this exit sign while navigating through this maze of cubicles. And don't bother checking the side rooms. They're usually empty except for a few infected.

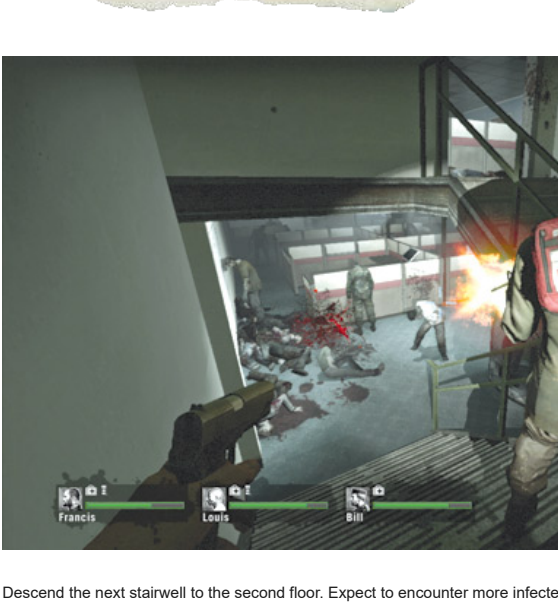
Caution

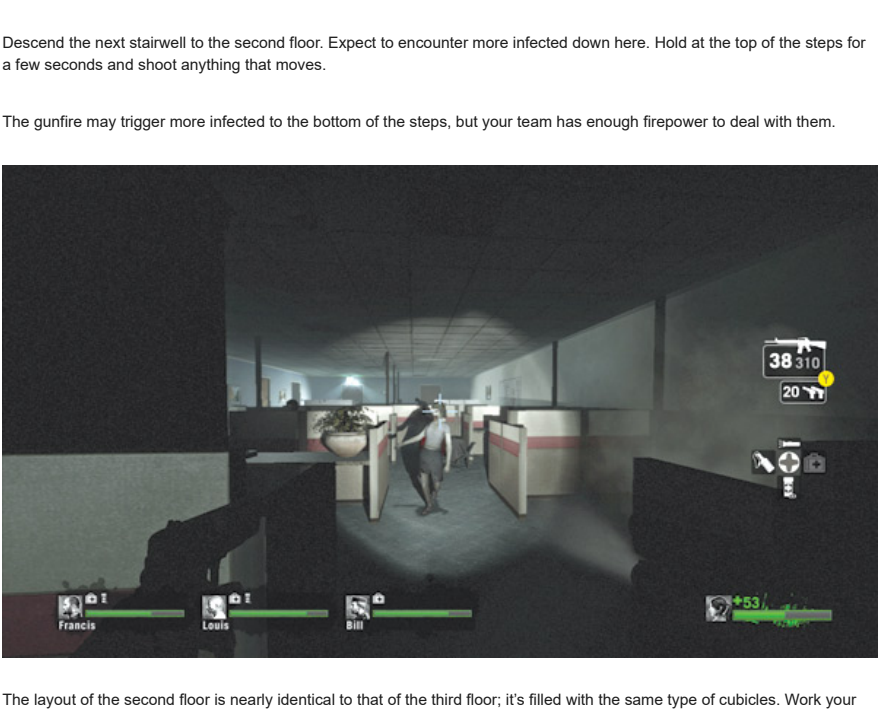


If a swarm attack is triggered while you're moving through this office, the infected will likely pour out of the stairwells on the opposite sides of the room. Go back to back with your teammates and target the two stairwell doorways.

It's easiest to stop the attack at these two choke points than to let the office get overrun by infected. Tossing molotovs at each doorway can help block these critical entry points.

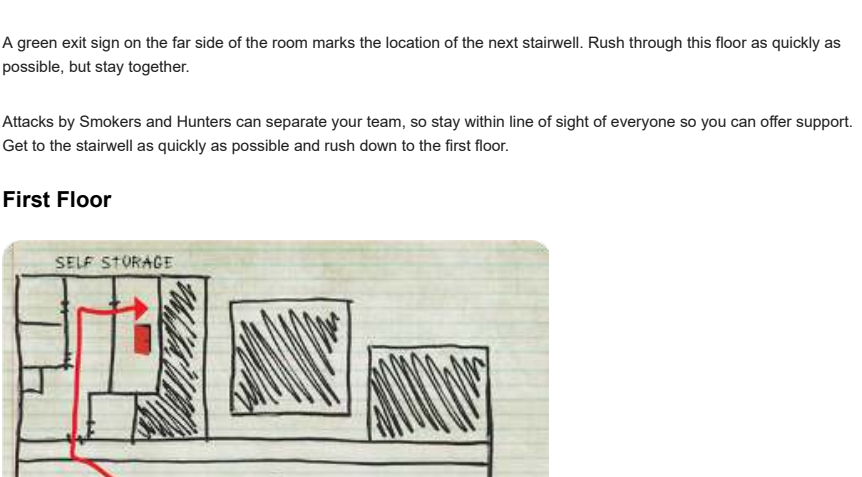
Second Floor





Descend the next stairwell to the second floor. Expect to encounter more infected down here. Hold at the top of the steps for a few seconds and shoot anything that moves.

The gunfire may trigger more infected to the bottom of the steps, but your team has enough firepower to deal with them.

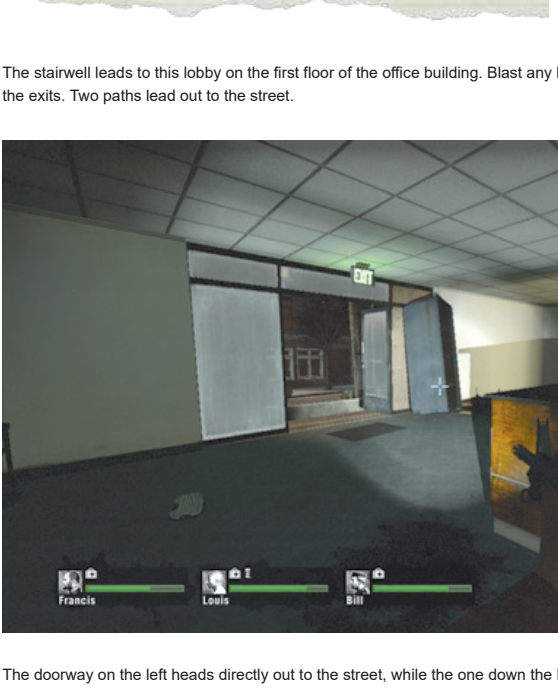


The layout of the second floor is nearly identical to that of the third floor; it's filled with the same type of cubicles. Work your way along the side aisles as much as possible to avoid getting bogged down by the cubicles in the center.

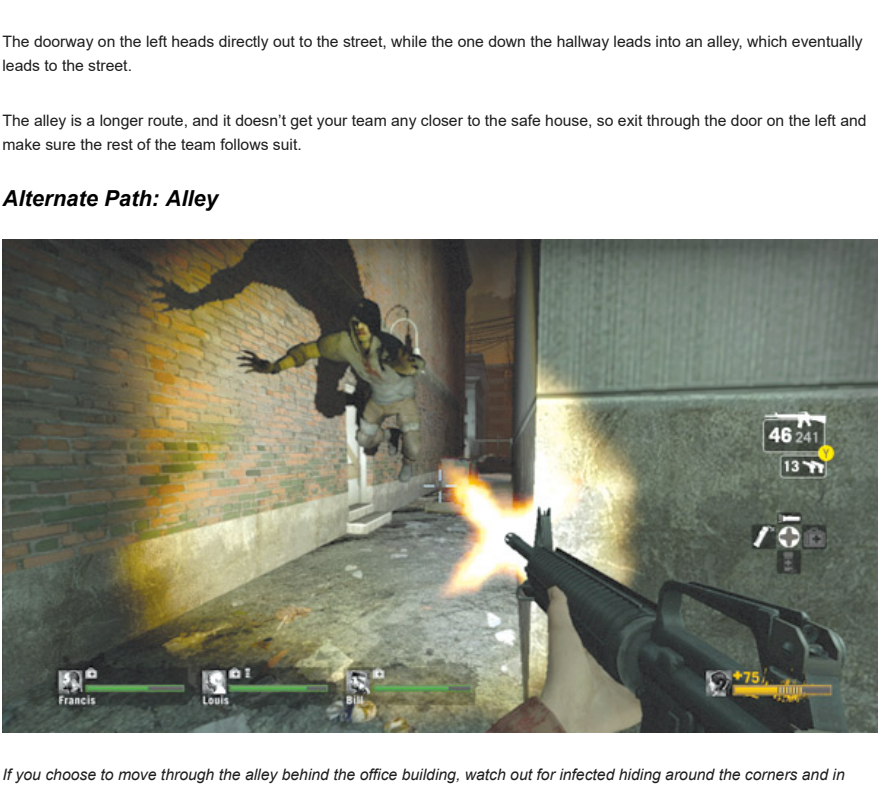
A green exit sign on the far side of the room marks the location of the next stairwell. Rush through this floor as quickly as possible, but stay together.

Attacks by Smokers and Hunters can separate your team, so stay within line of sight of everyone so you can offer support. Get to the stairwell as quickly as possible and rush down to the first floor.

First Floor



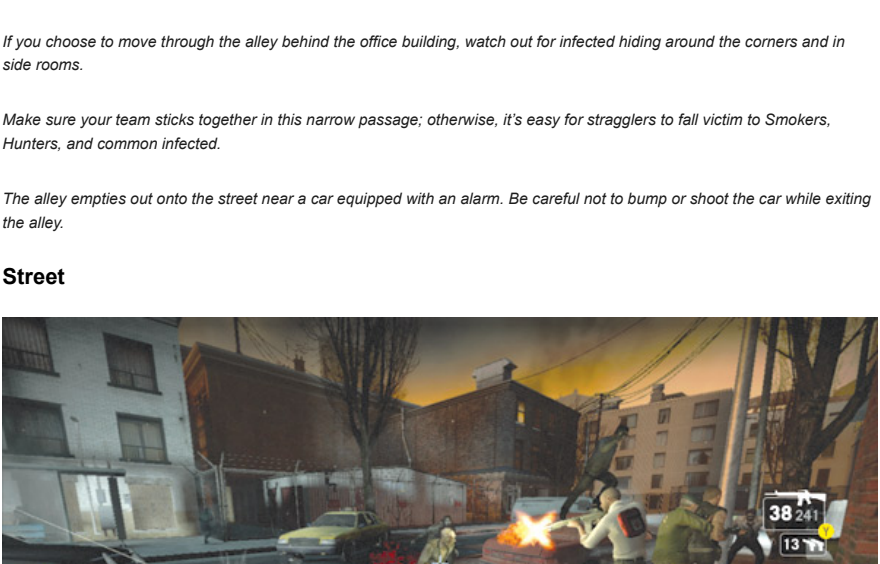
The stairwell leads to this lobby on the first floor of the office building. Blast any lurking zombies, then turn your attention to the exits. Two paths lead out to the street.



The doorway on the left heads directly out to the street, while the one down the hallway leads into an alley, which eventually leads to the street.

The alley is a longer route, and it doesn't get your team any closer to the safe house, so exit through the door on the left and make sure the rest of the team follows suit.

Alternate Path: Alley

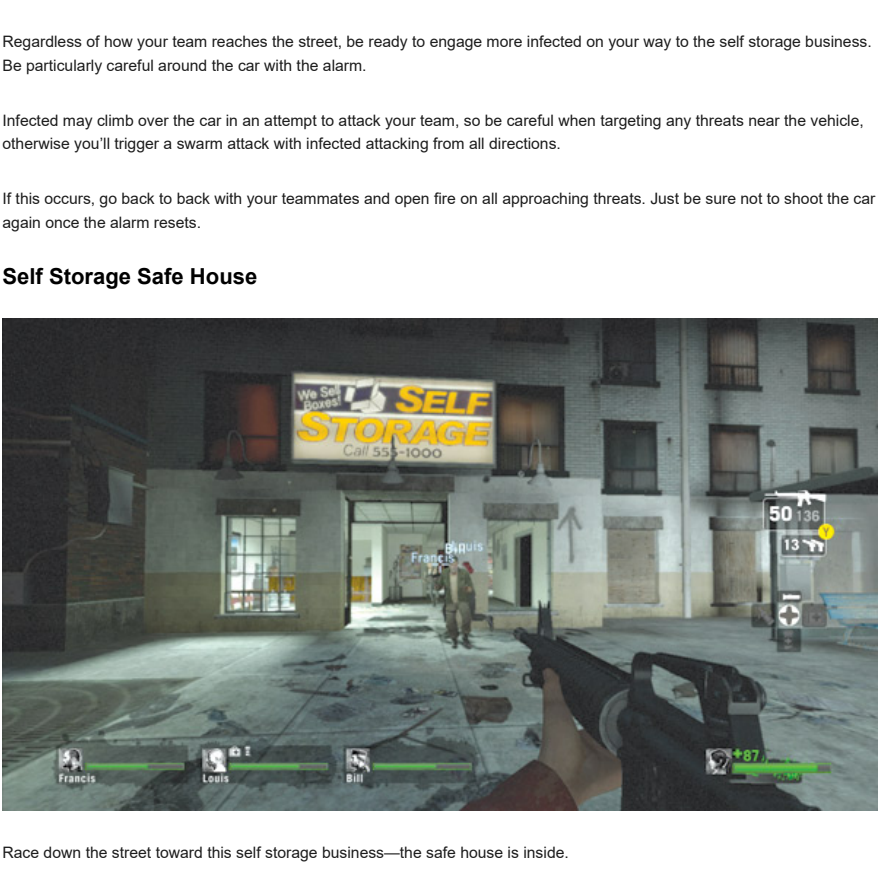


If you choose to move through the alley behind the office building, watch out for infected hiding around the corners and in side rooms.

Make sure your team sticks together in this narrow passage; otherwise, it's easy for stragglers to fall victim to Smokers, Hunters, and common infected.

The alley empties out onto the street near a car equipped with an alarm. Be careful not to bump or shoot the car while exiting the alley.

Street

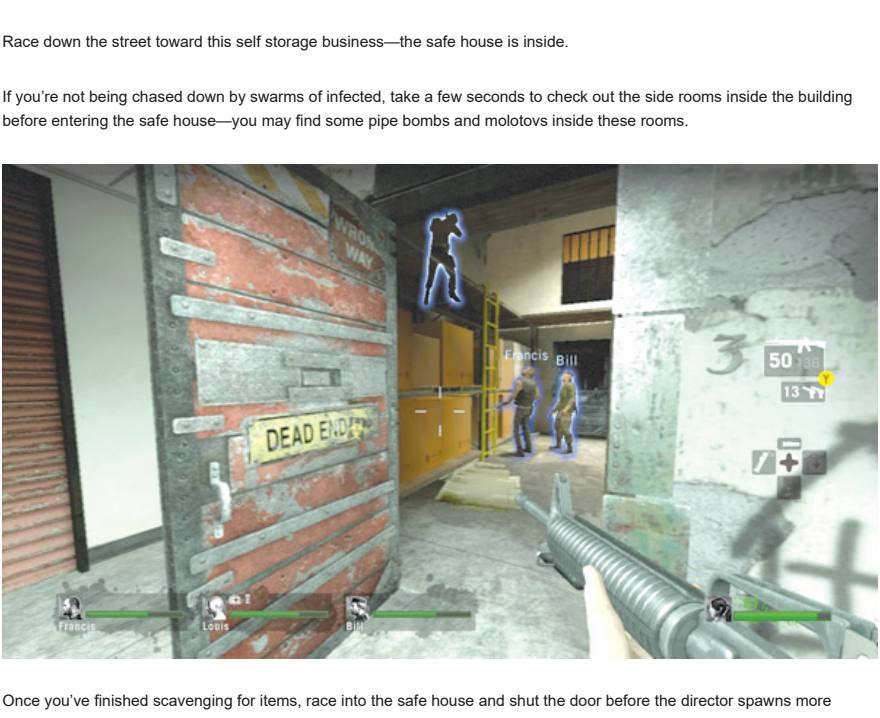


Regardless of how your team reaches the street, be ready to engage more infected on your way to the self storage business. Be particularly careful around the car with the alarm.

Infected may climb over the car in an attempt to attack your team, so be careful when targeting any threats near the vehicle, otherwise you'll trigger a swarm attack with infected attacking from all directions.

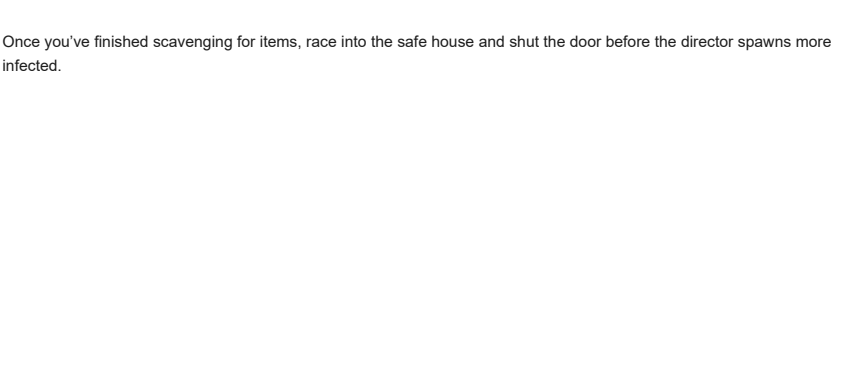
If this occurs, go back to back with your teammates and open fire on all approaching threats. Just be sure not to shoot the car again once the alarm resets.

Self Storage Safe House

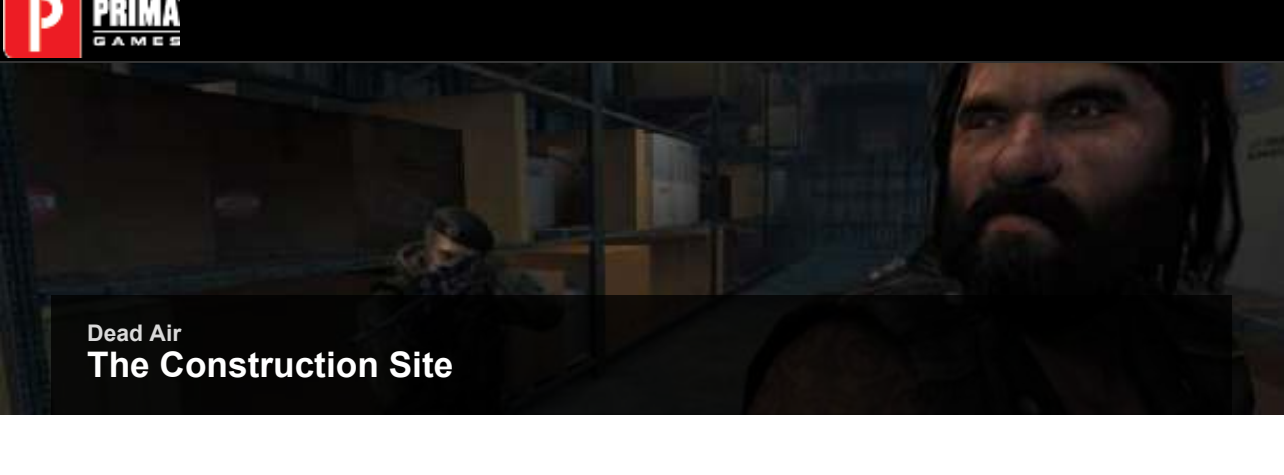


Race down the street toward this self storage business—the safe house is inside.

If you're not being chased down by swarms of infected, take a few seconds to check out the side rooms inside the building before entering the safe house—you may find some pipe bombs and molotovs inside these rooms.

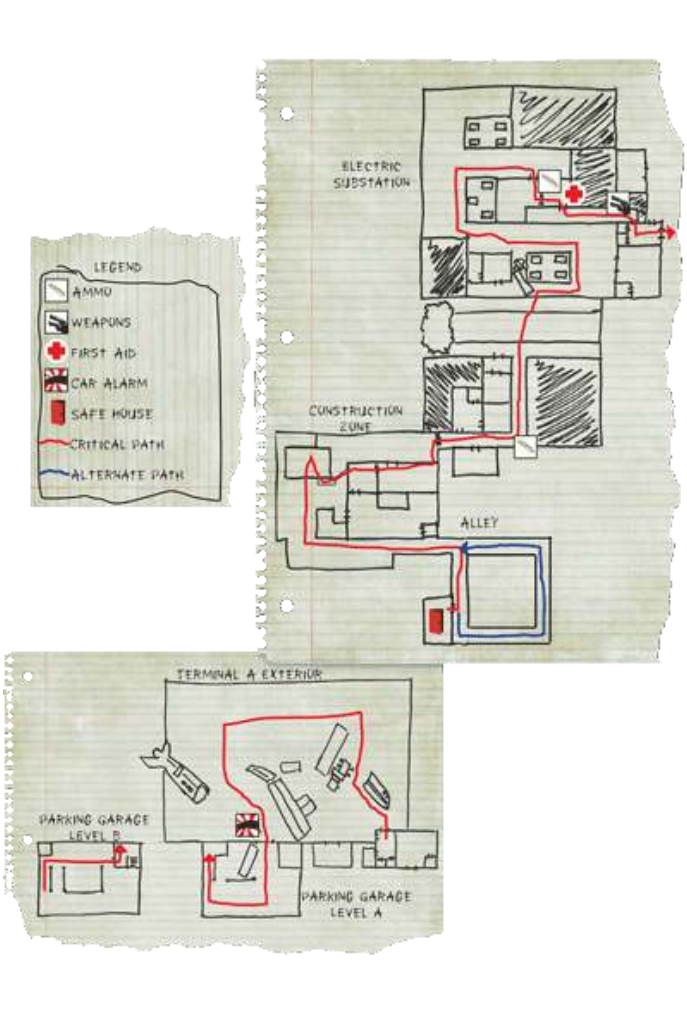


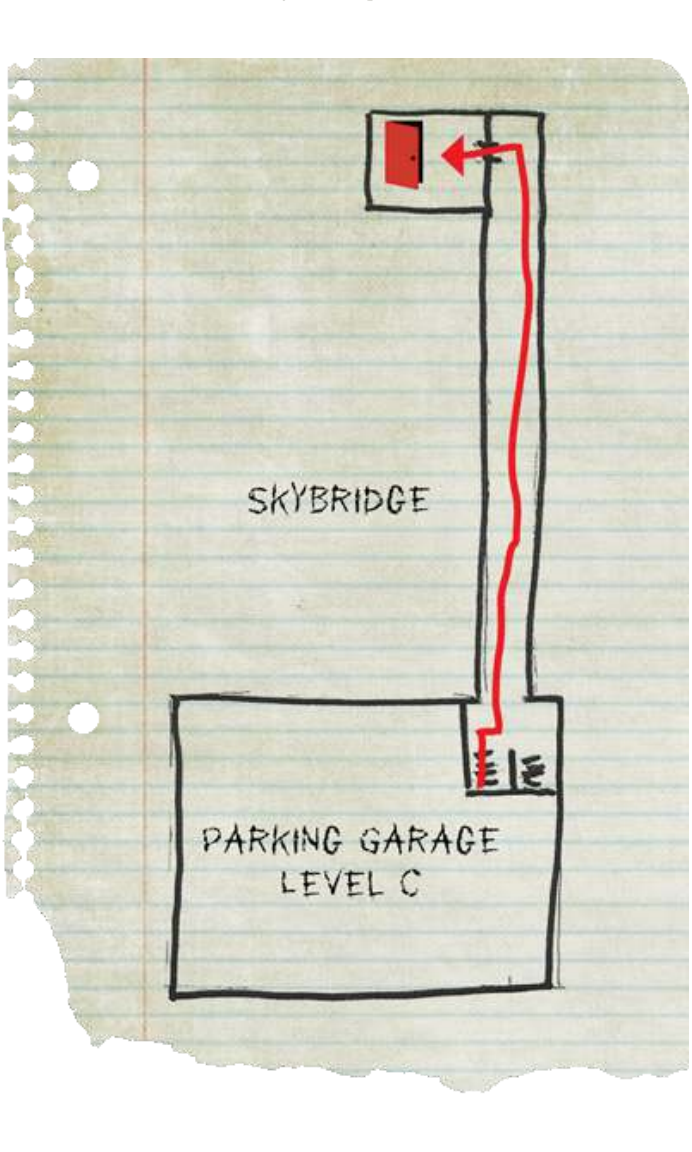
Once you've finished scavenging for items, race into the safe house and shut the door before the director spawns more infected.



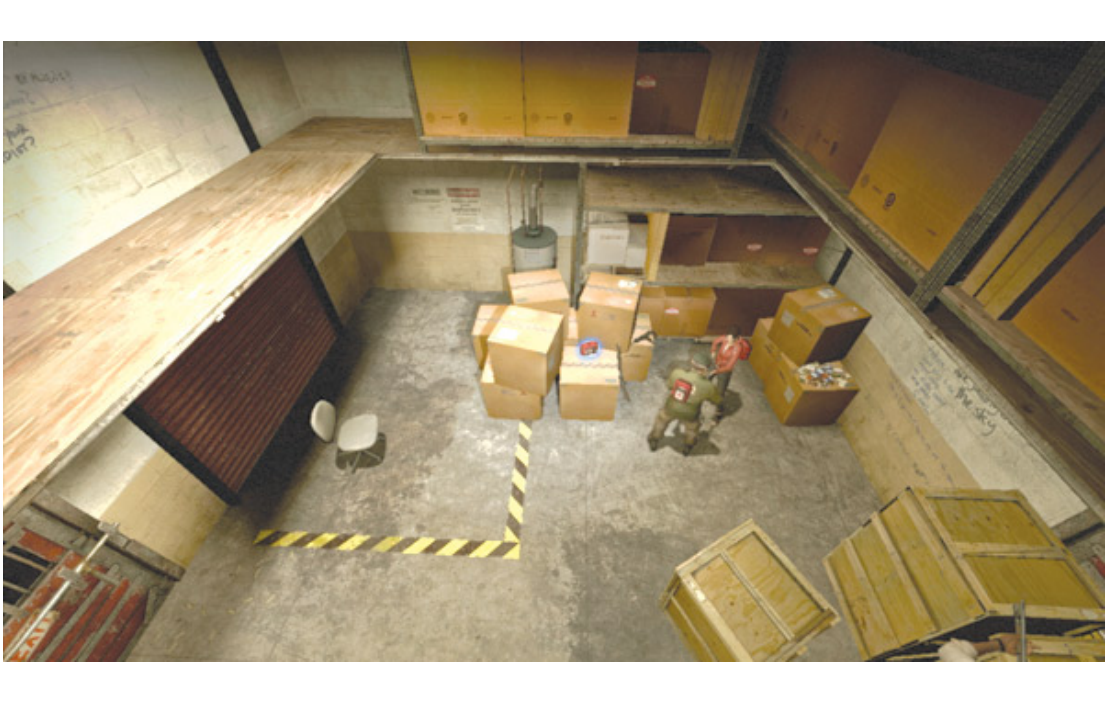
Dead Air

The Construction Site





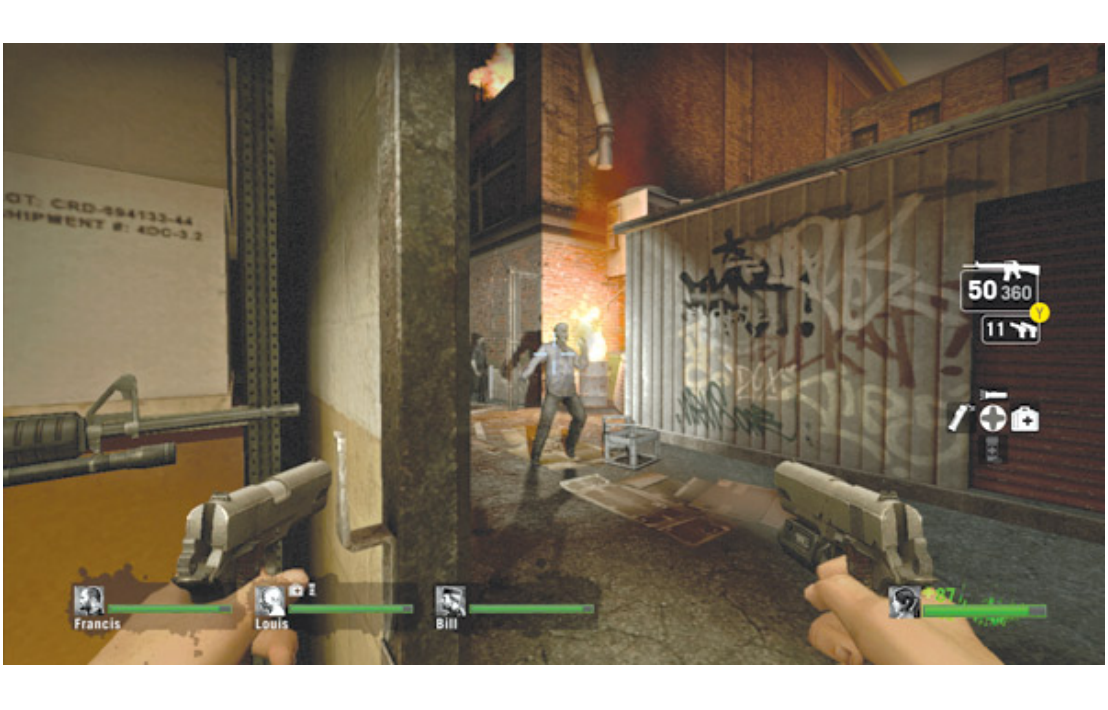
Safe House



Stashed among the boxes and crates inside this self storage safe house are some first aid kits, weapons, and ammo.

If you still have your assault rifles, sniper rifles, and auto shotguns from the previous level, don't bother grabbing an SMG or pump shotgun—they're both downgrades.

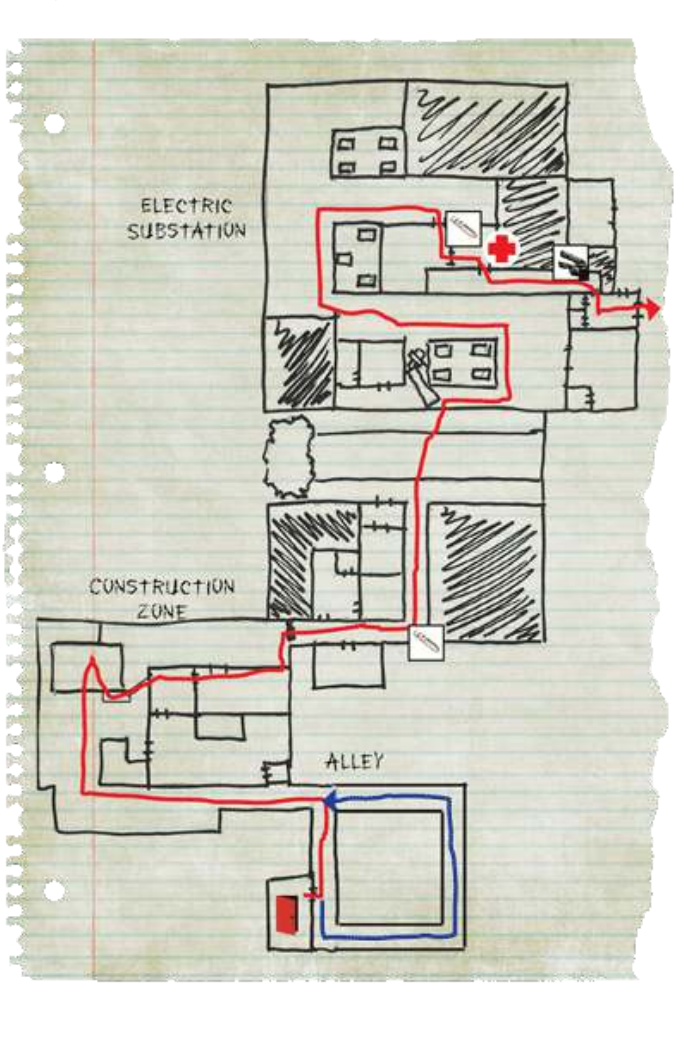
Still, take quick stock of everyone's health and consider using those fresh first aid kits to heal up before heading outside.



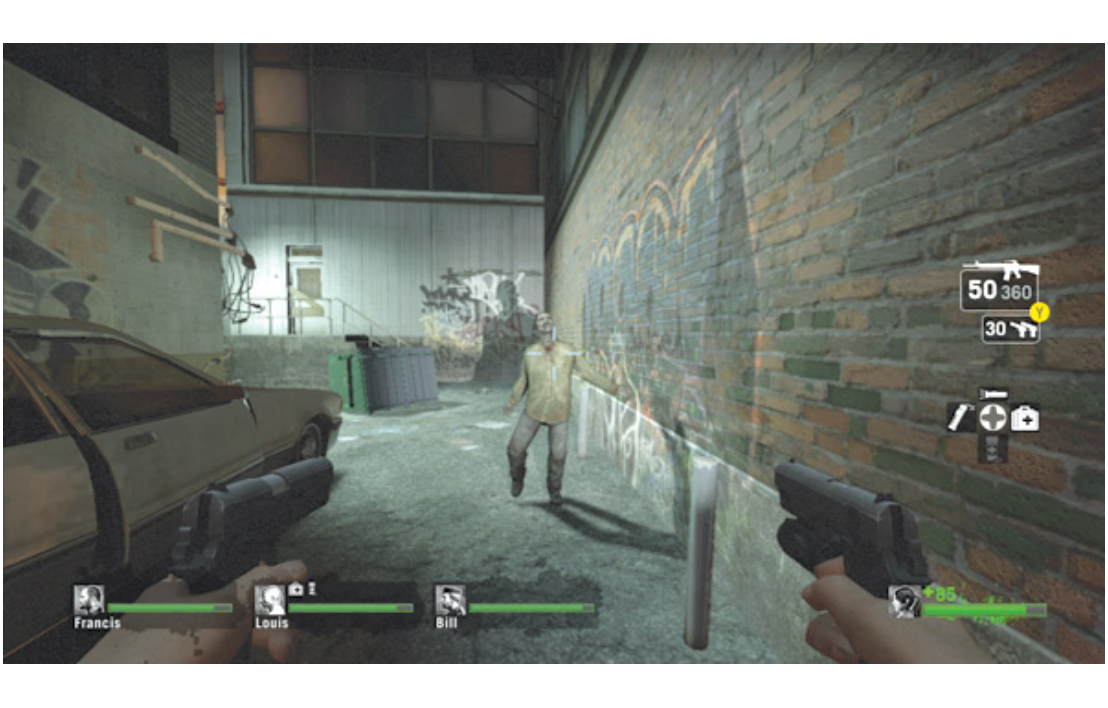
When your team is ready to move out, open the safe house door but don't walk through it. The alley beyond the safe house splits in two directions—left and right. If you rush outside, your team could be attacked from both directions.

Instead, open fire on the infected in the alley to draw them to the safe house door. From this position your team can clear most of the infected in the immediate area without worrying about getting flanked.

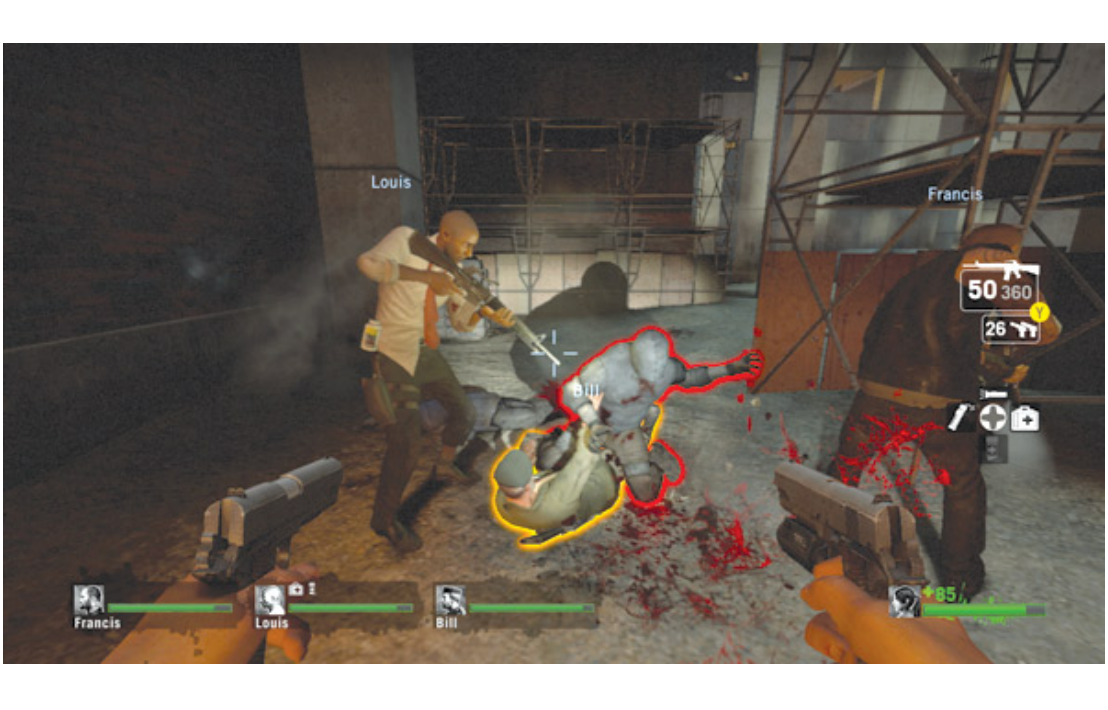
Alley



Upon exiting the safe house, your team can travel in two directions. Turn left for the quickest path to the construction zone. Heading right simply sends you on a detour around the storage units.



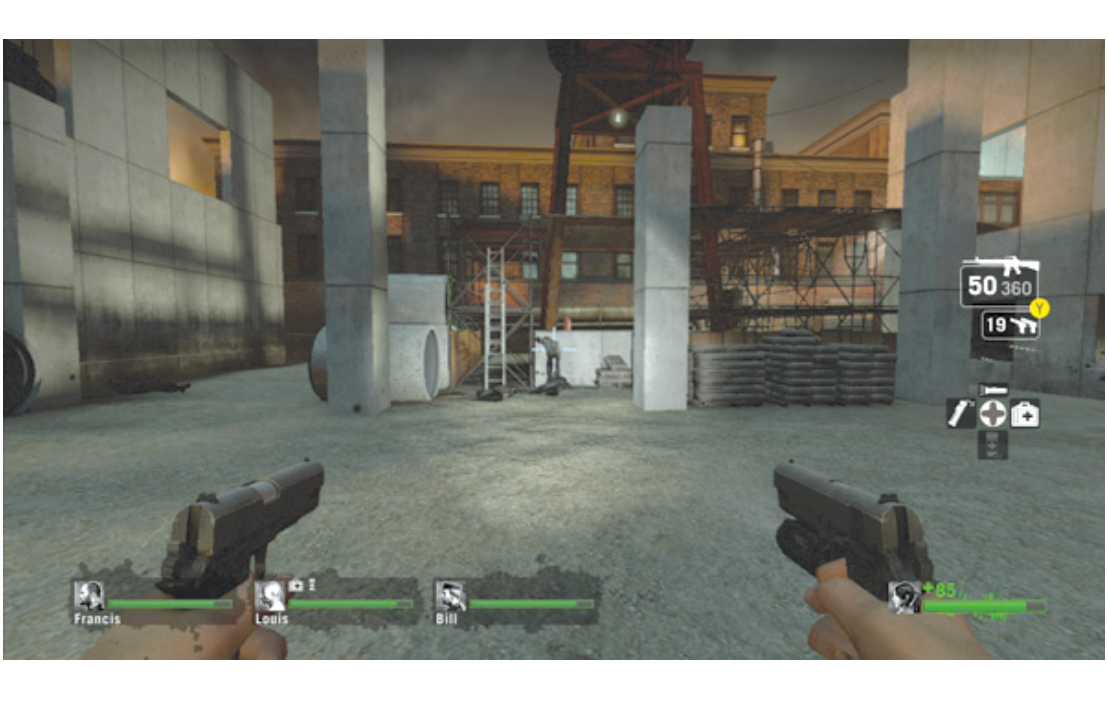
There are no pickups or any other reason to head in that direction—it will only delay your team and expose it to more infected. So turn left and pass this sedan on the left side of the alley.



As the alley turns into the construction zone, watch for infected on the scaffolding lining the right side of the alley. If you're not careful, they can drop down on your team.

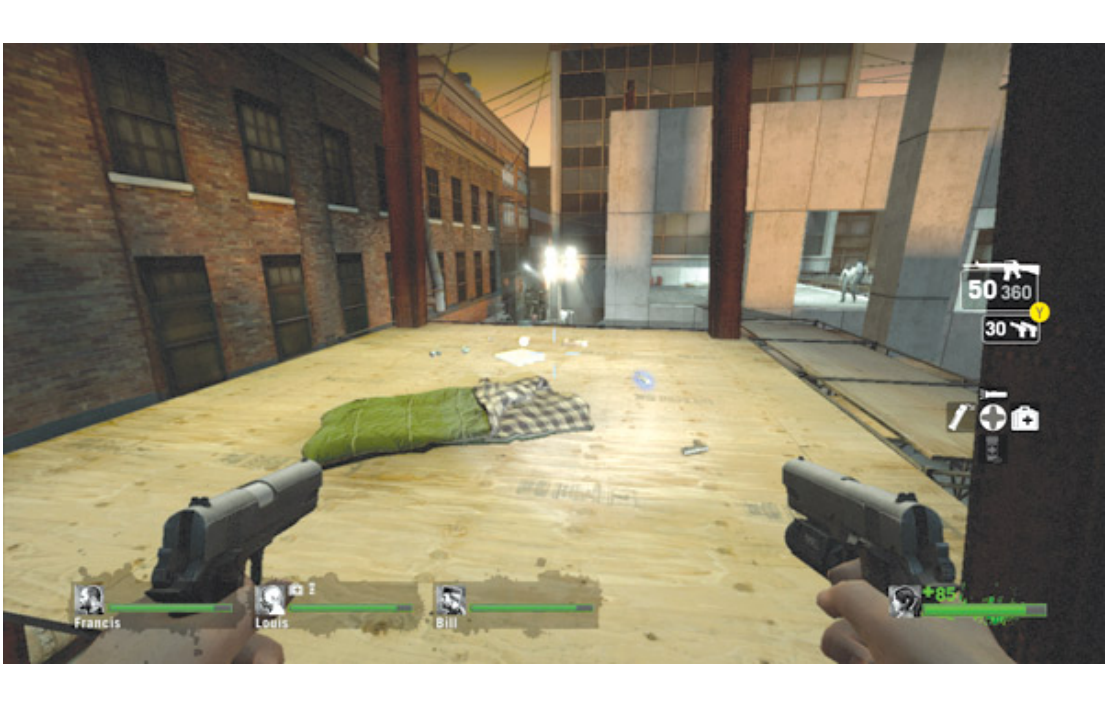
Hunters and Smokers are particularly dangerous when attacking from these upper levels. So keep watch on this area while approaching the construction zone.

Construction Zone



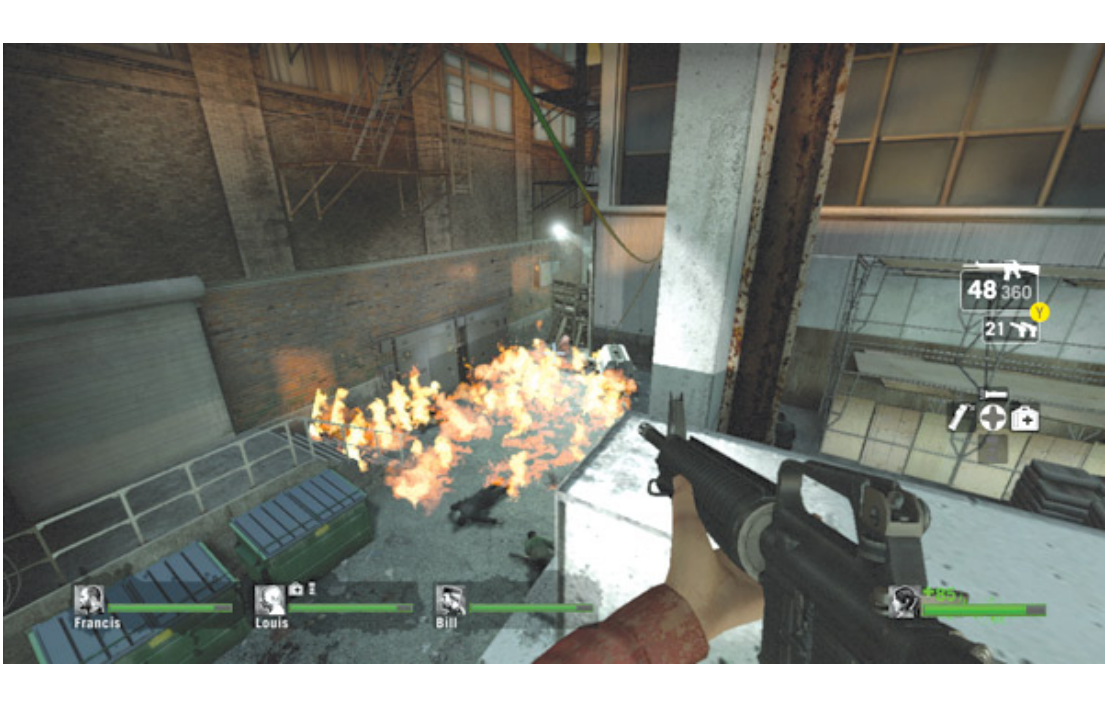
This area is relatively open, but infected can lurk in every little corner, as well as on the uncompleted structures.

So stay together and maintain a complete 360-degree coverage while moving through this area. Locate the large red water tower straight ahead and move toward the ladder next to it.



The ladder by the water tower leads up to a small platform. Given the presence of a sleeping bag, it looks like someone was camping here.

There are usually some supplies near the sleeping bag, such as pipe bombs, molotovs, and a pistol. This platform connects to the larger concrete structure via a scaffolding and some wooden planks.

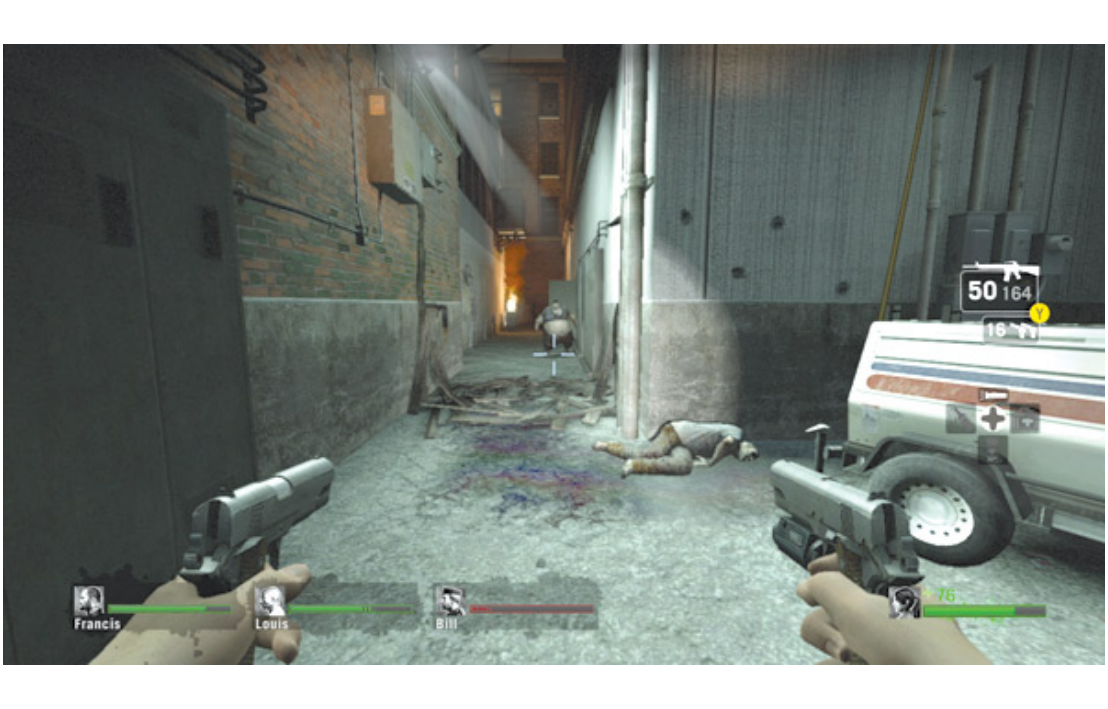


From the second floor of the concrete structure, locate the wooden barricade in the alley ahead. There's a fuel can right next to it. Blast the fuel can to burn down the barricade.

The fire triggers a large swarm attack, with infected rushing your elevated position from the ground, but your team should be relatively safe here—just don't fall down.

Maintain complete coverage of the concrete structure during the assault, as the infected can climb up to your perch and attack from any angle.

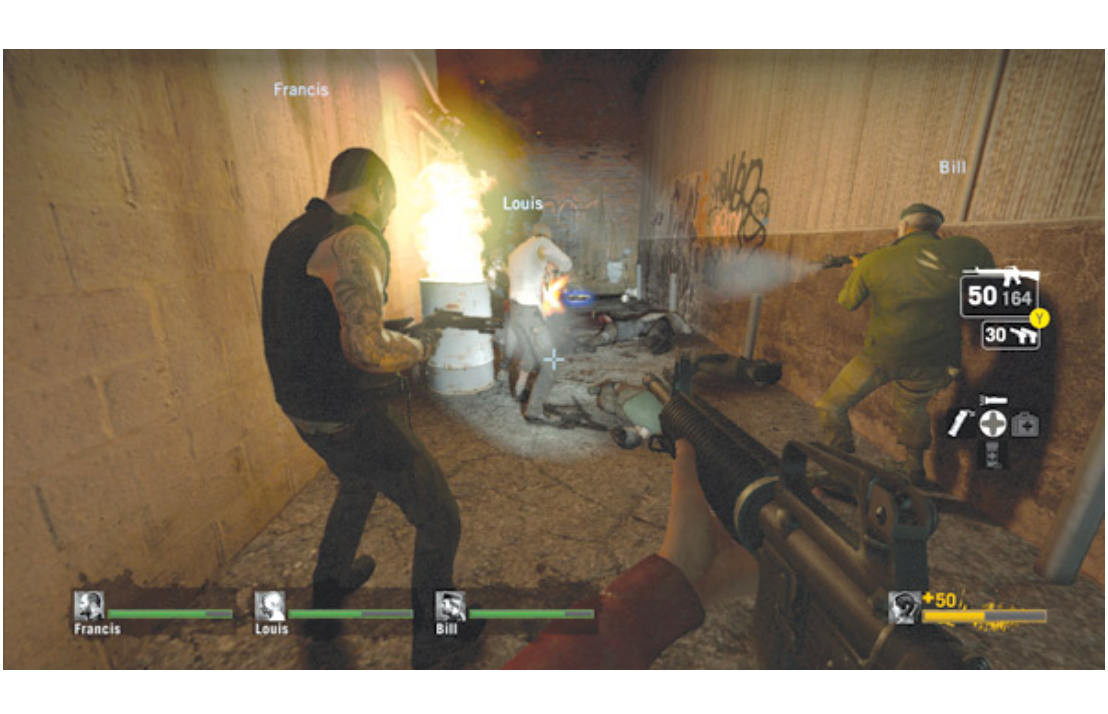
There are usually some extra fuel cans lying around. Toss them onto the ground around the building and ignite them. Creating a wall of fire at the base of the structure provides even more protection for your team.



Following the attack, drop back down into the construction zone and turn down the alley where the wooden barricade once stood. Although the attack has subsided, watch out for more infected lurking around, including bosses like Boomers.

Keep your team together and engage these threats as they're encountered. Just beyond the scorched remains of the barricade a couple of side rooms flank the alleyway.

These rooms may contain supplies, such as first aid kits, pipe bombs, and molotovs, so take a few seconds to check them out.

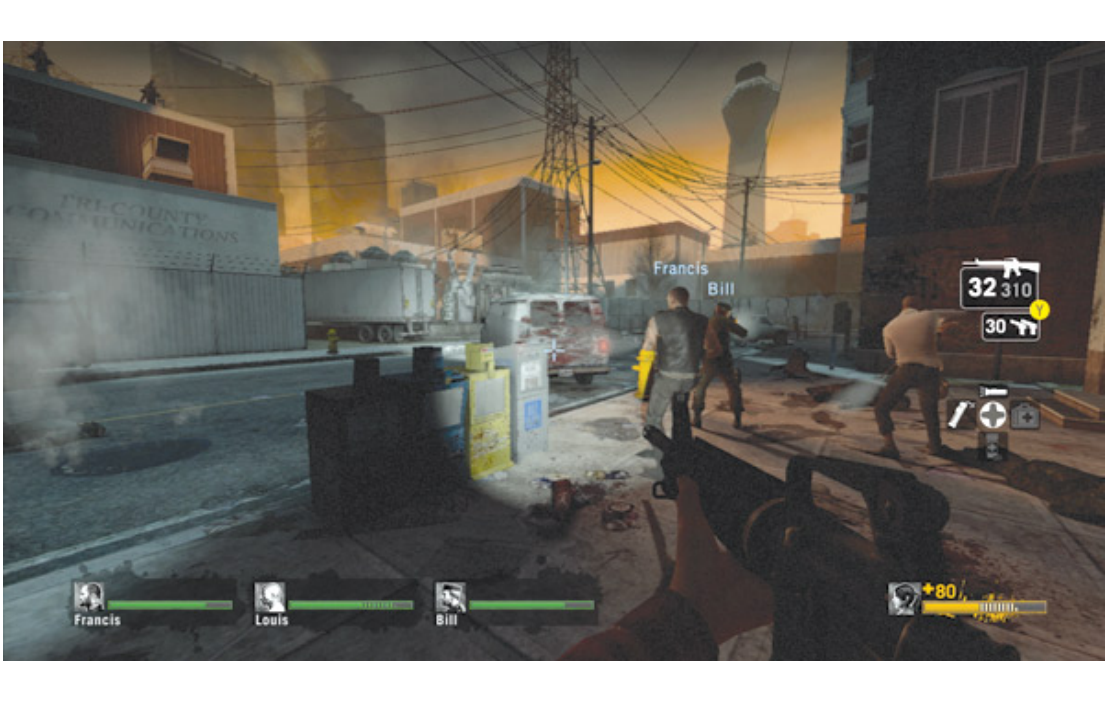


Farther down the alley is a stash of ammo, sitting on the ground in the corner. Be careful when rounding the corner; infected may be waiting to ambush your team at this point.

So carefully sidestep around the corner. If a large-scale attack is triggered, toss a molotov to incinerate the incoming horde.

Don't forget the alleyway behind you. Once the area is clear, make sure everyone gets a chance to dip a hand into the ammo pile.

Electrical Substation



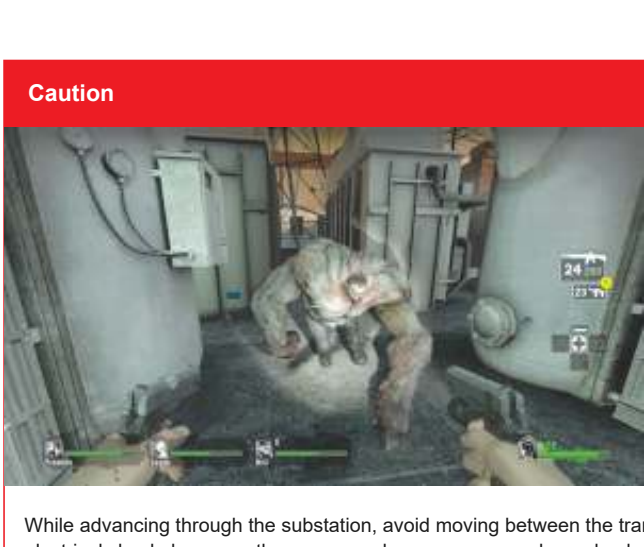
The alley empties into a street across from a large electrical substation—the airport's control tower can be seen to the right, so your team must be close.

Both ends of the street are either damaged or blocked. That means the only way to the airport is through the substation.

Before dashing across the street, clear out any infected within sight—especially bosses. Listen for the burping sounds of a nearby Boomer and try to draw him out into the open.

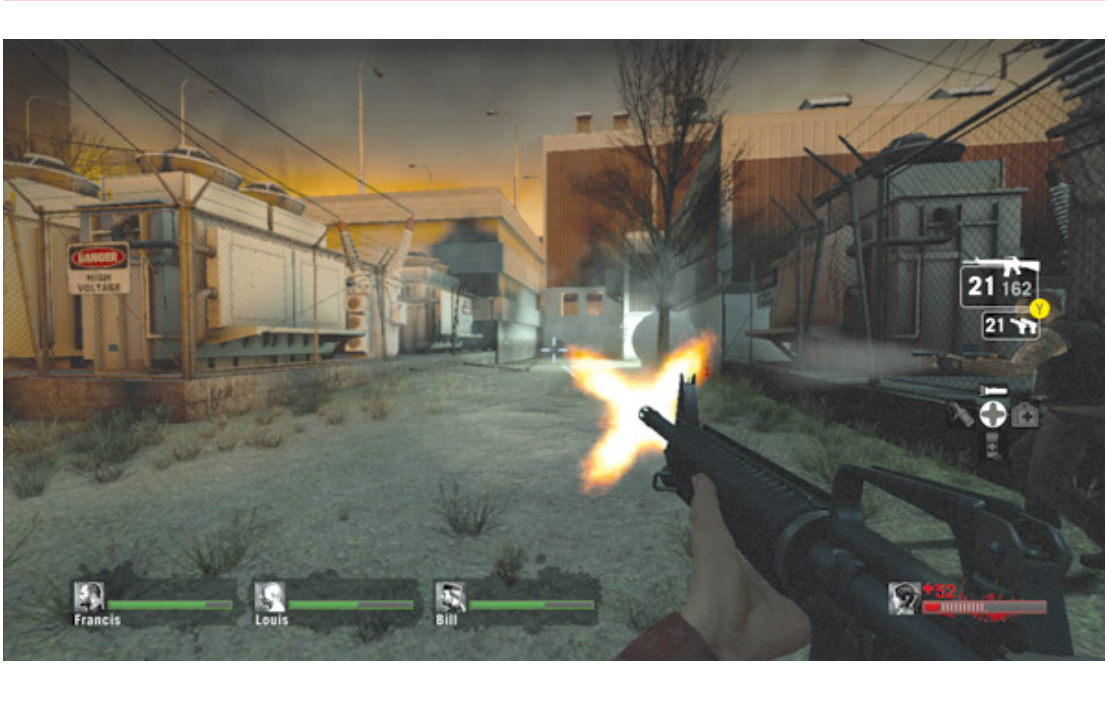
Encountering a Boomer while moving among the substation's transformers can be deadly, resulting in a chaotic swarm attack.

Caution



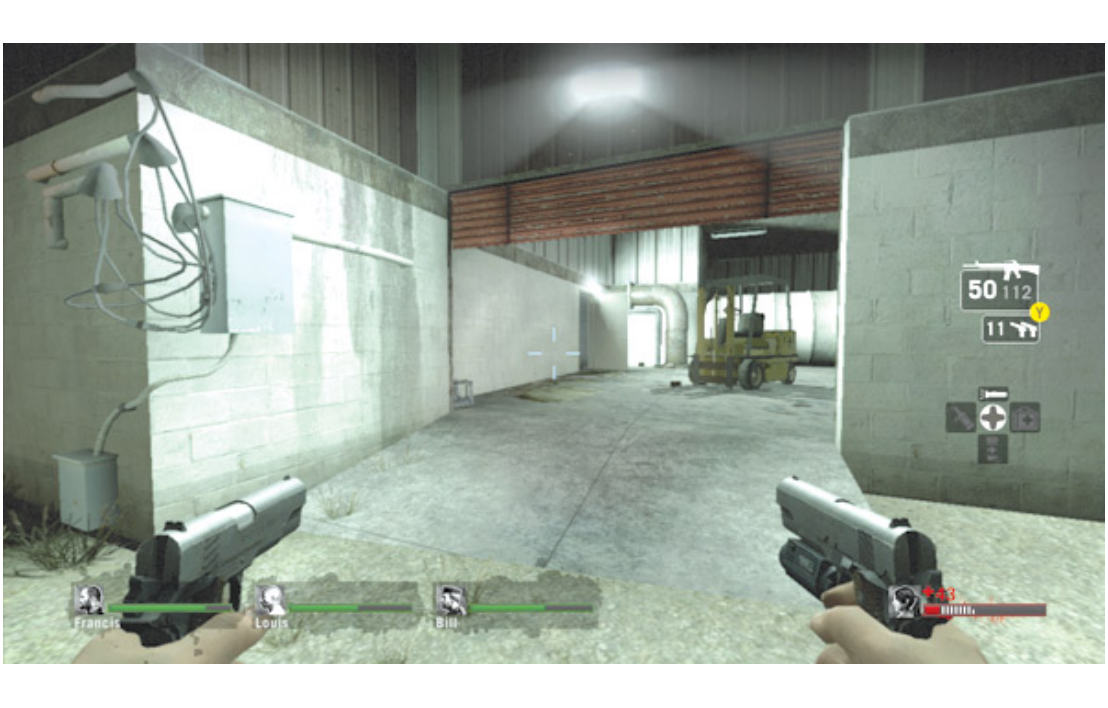
While advancing through the substation, avoid moving between the transformers. There's no need to worry about electrical shock; however, these cramped spaces are popular ambush points for bosses, particularly Boomers and Tanks.

Moving around the transformers and other equipment gives your team slightly more response time and range to deal with these threats.



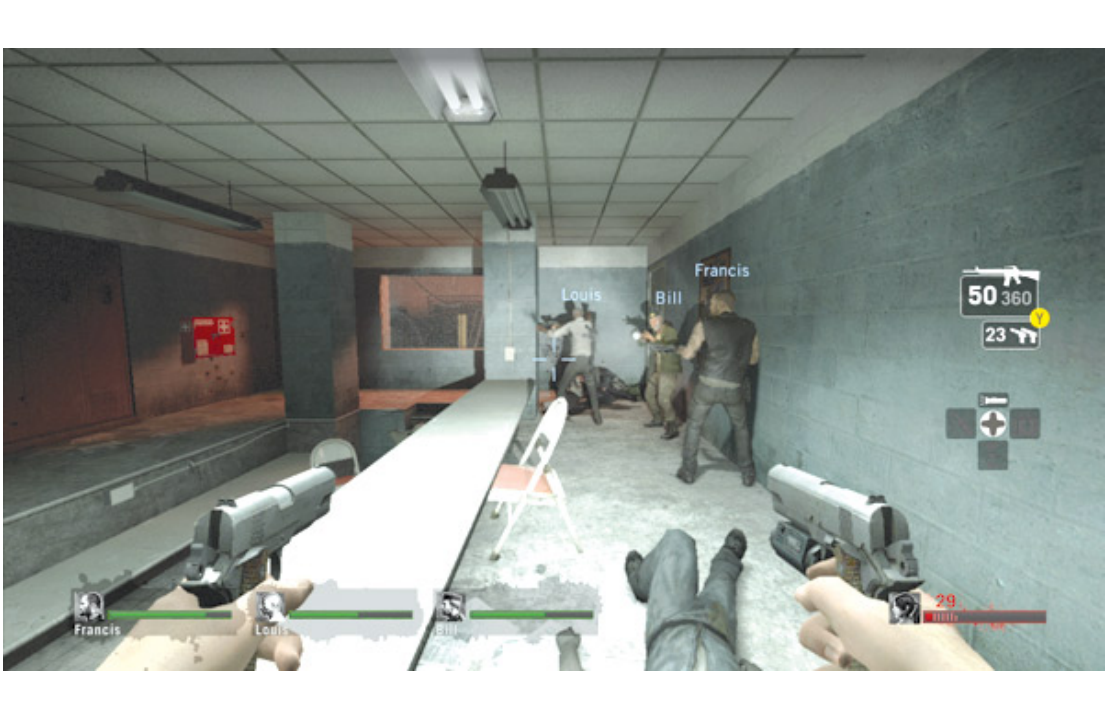
Stay together while weaving around the sets of transformers. Once past the second set, turn right and approach the main building—this is the way out. But stay alert.

More infected are probably lurking nearby. Given the number of obstacles lining this path, they can be tough to see. Your best defense is to stay close to your teammates and respond as soon as an attack is launched.



Enter the building, passing beneath this red sliding door. The room beyond contains a forklift and several white storage tanks. There may be a few infected hanging around here, too, so don't hesitate to paint those white tanks with splotches of red.

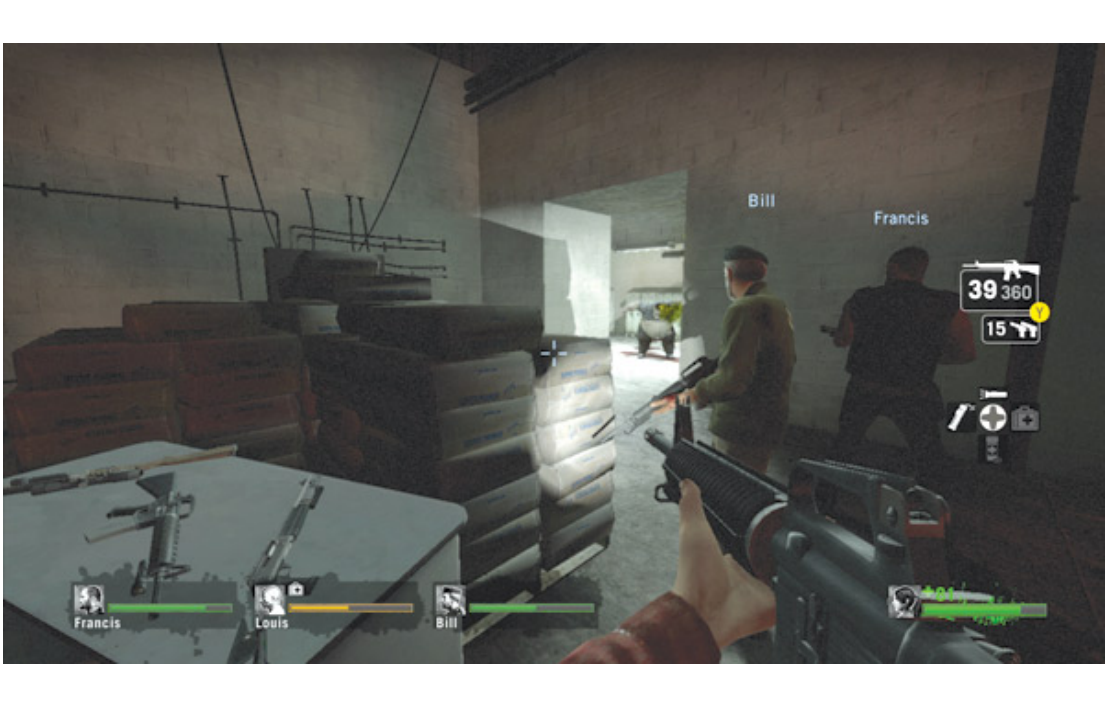
Next to the tank room is a small break room—rush inside and shut both doors.



This room may contain some common infected, so blast them before dashing for the supplies. This room holds ammo, a first aid cabinet, and, in some instances, weapon upgrades, molotovs, and pipe bombs. But don't let your guard down.

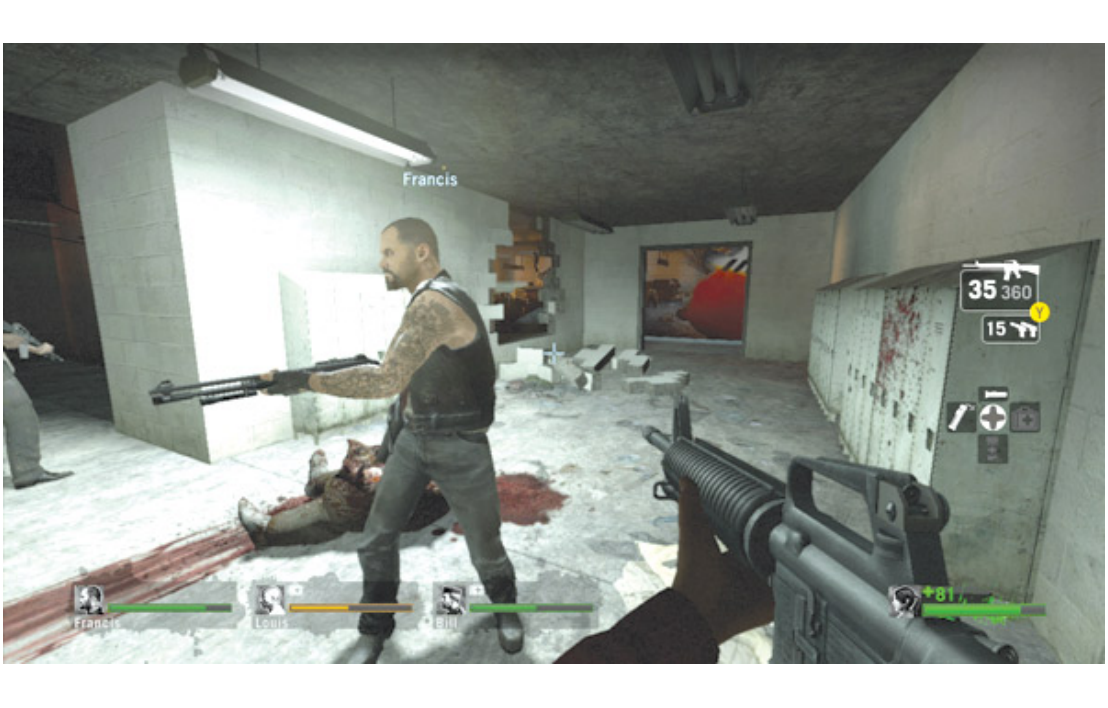
Zombies can still attack from either doorway, so stay on your toes and listen for rotten fists banging on the closed doors.

If necessary, use the supplies in the first aid cabinet to heal before moving out through the door next to the large window.



From the break room, turn left and approach the desk at the end of the passage. This table may hold some weapon upgrades, so consider swapping out your weapons.

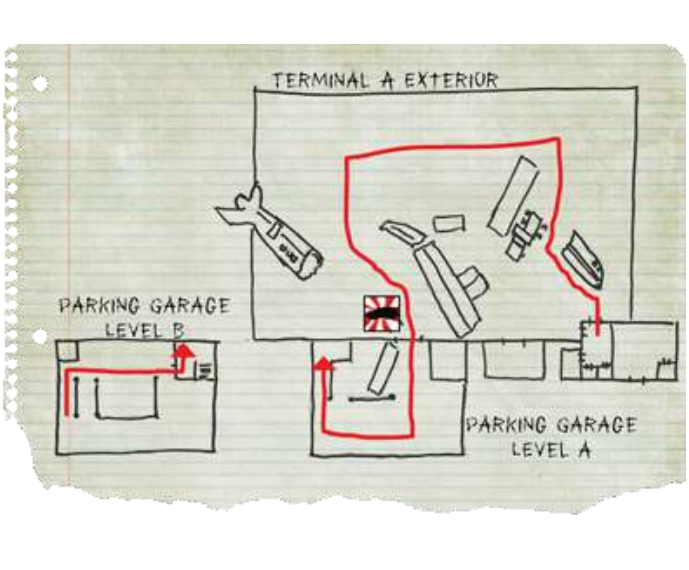
Still, it's best to maintain a balance of two auto shotguns and two assault rifles. While picking out new weapons, be sure to watch the adjoining entry points for infected attackers hoping to get the jump on your team.



Move into the adjoining locker room next. Carefully sweep the room for threats, including the two small restrooms. An open doorway and a hole in the wall both lead to the airport. It's a complete mess outside.

The wreckage of a jet plane is scattered across the street in front of Terminal A. To make matters worse, several infected wander around the wreckage. So take a second to reload your weapons and heal anyone who needs it.

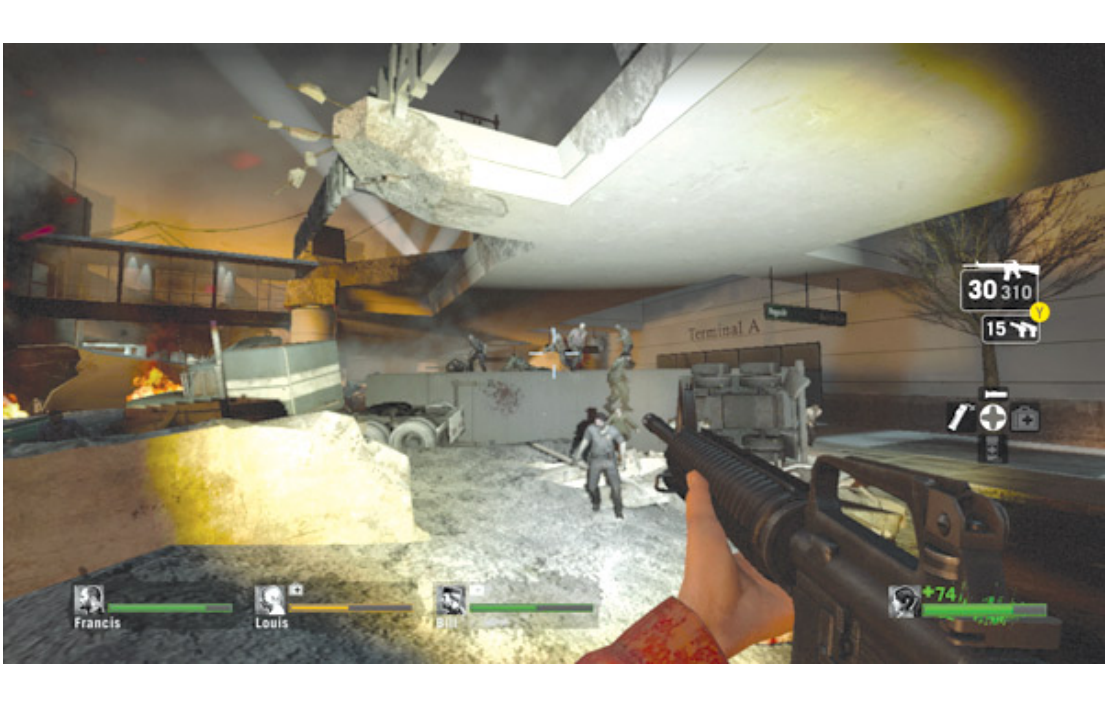
The trek into the airport can be frantic and you can't afford to have team members lagging behind due to low health.



Terminal A Exterior

Exit the locker room and race directly up the large mound of earth in the middle of the street.

There's no telling how many infected may be waiting on the other side, so stay together and be prepared to make a stand on top of this hill. But don't loiter here too long.

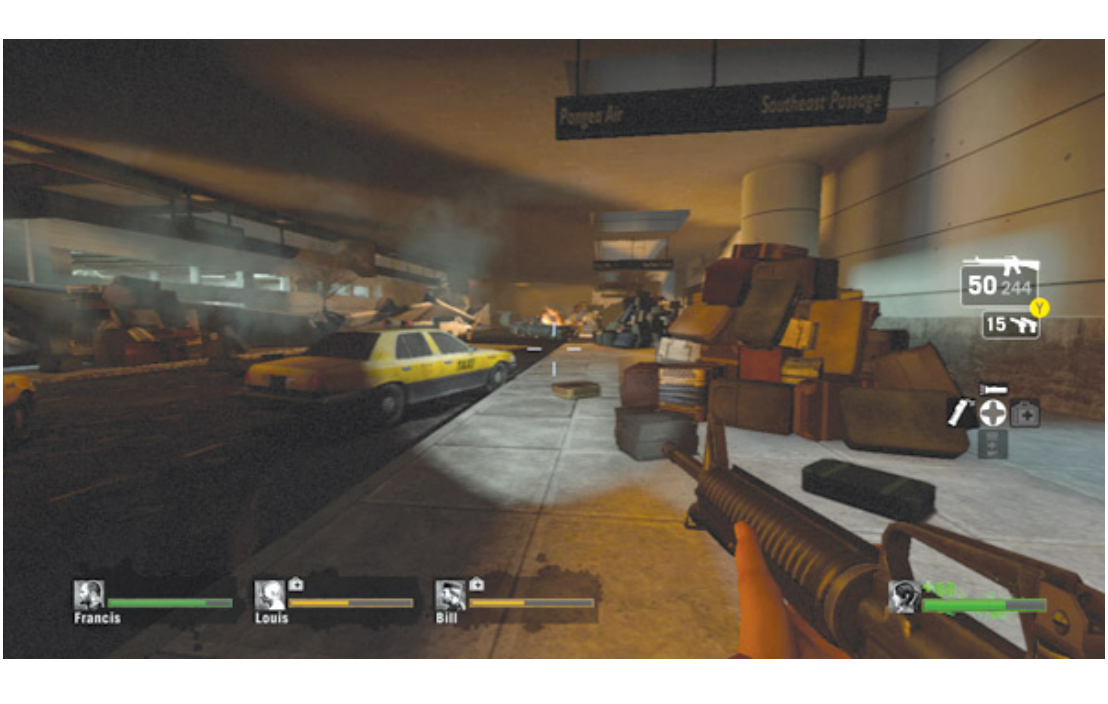


Neutralize any threats, then proceed to the sidewalk in front of Terminal A. In the event of a swarm attack, consider backtracking to the locker room and holding out there until the horde is defeated.

Caution

Listen carefully for the wailing of a Witch somewhere outside Terminal A. The director sometimes places a Witch in the middle of the street near the plane wreckage or in front of the parking garage.

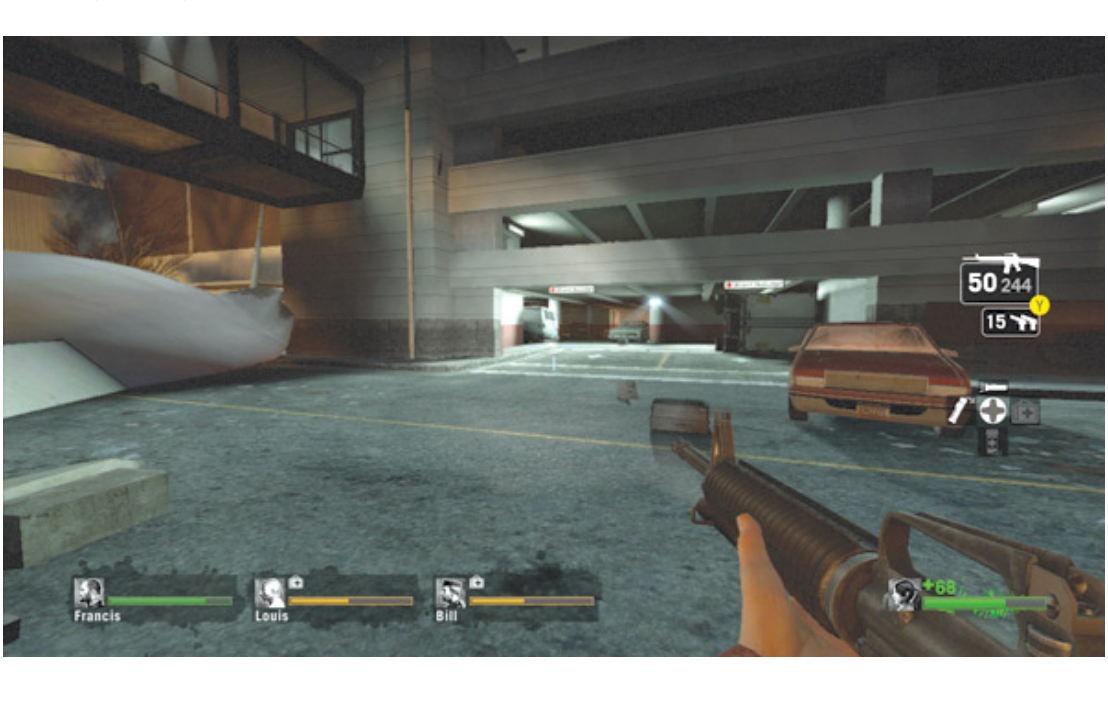
So if you hear any weeping, shut off your flashlights and try to uncover her exact location. Depending on her placement, your team should be able to maneuver around her. If not, attack at long range and drop her fast.



When you reach the sidewalk outside Terminal A, turn left and follow the path toward the skybridge connecting the parking garage to the terminal's upper level—this is the only way inside. Piles of luggage line the sidewalk, providing excellent hiding spots for the infected.

So stay together and peek behind each pile of luggage as you pass to avoid getting blindsided. Stay in contact with your team while moving along this sidewalk and quickly backtrack if anyone is attacked by a Hunter or Smoker.

Parking Garage



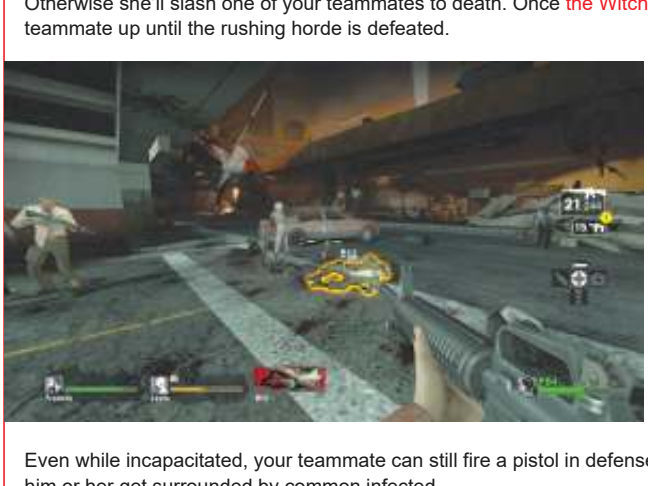
As you near the police car at the end of the sidewalk, turn left to locate the parking garage's entrance. Be careful; the red car parked outside the garage is equipped with a car alarm.

Keep your distance from the vehicle to avoid accidentally bumping it. Most importantly, avoid shooting it when engaging infected (or a Witch) in this area.

Caution

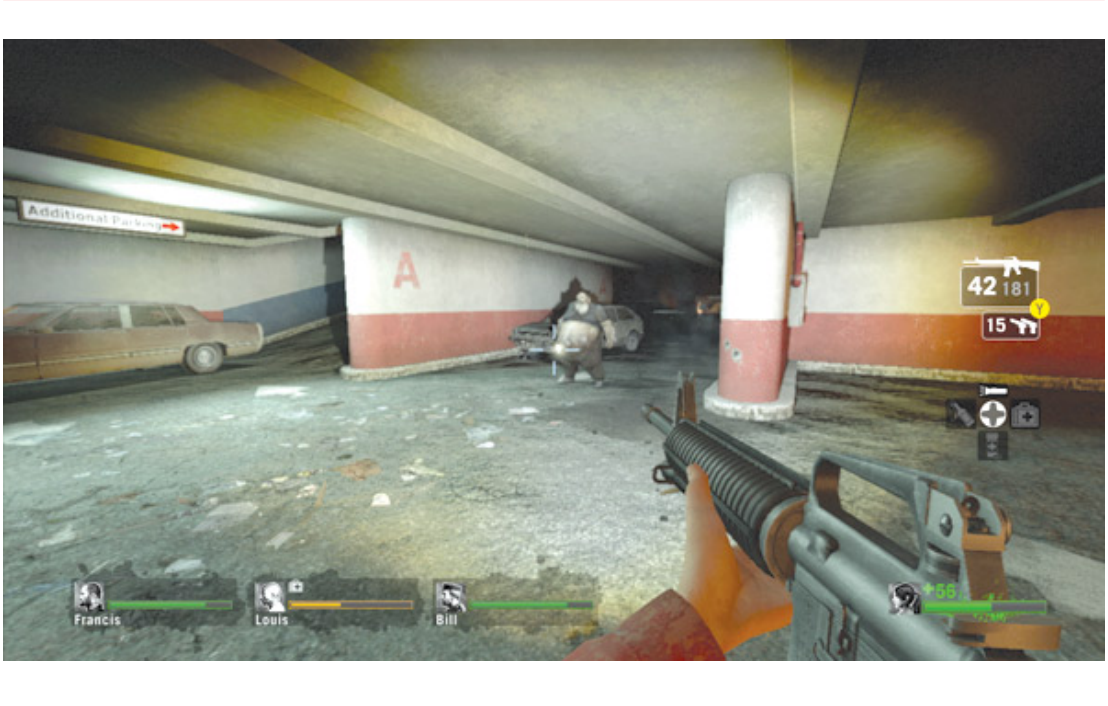
Simultaneously setting off the car alarm and startling a Witch could spell doom for your team. In the event of such a catastrophic screwup, target the Witch first.

Otherwise she'll slash one of your teammates to death. Once the Witch is dead, don't bother helping your incapacitated teammate up until the rushing horde is defeated.



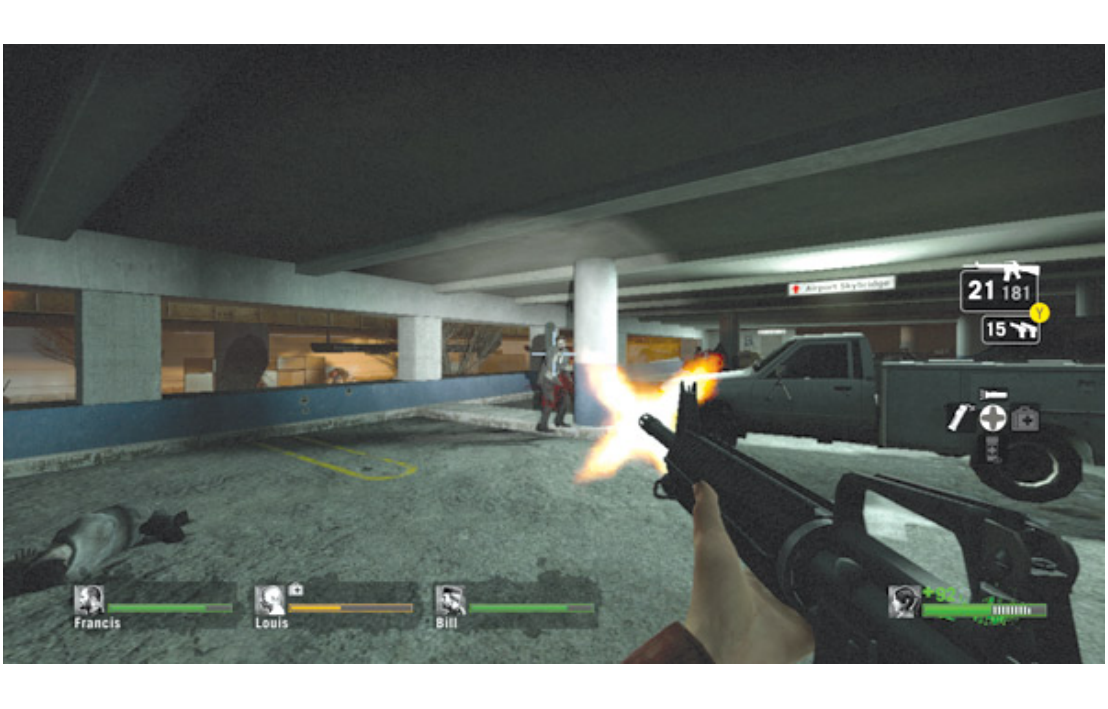
Even while incapacitated, your teammate can still fire a pistol in defense. Still, look after your fallen friend and don't let him or her get surrounded by common infected.

In the meantime, watch out for incoming Boomers, Hunters, and Smokers looking to take advantage of the chaos.



After entering the garage, rush to the back of the structure and turn right. You need to reach the stairwell on level B to access the skybridge crossing over into the terminal.

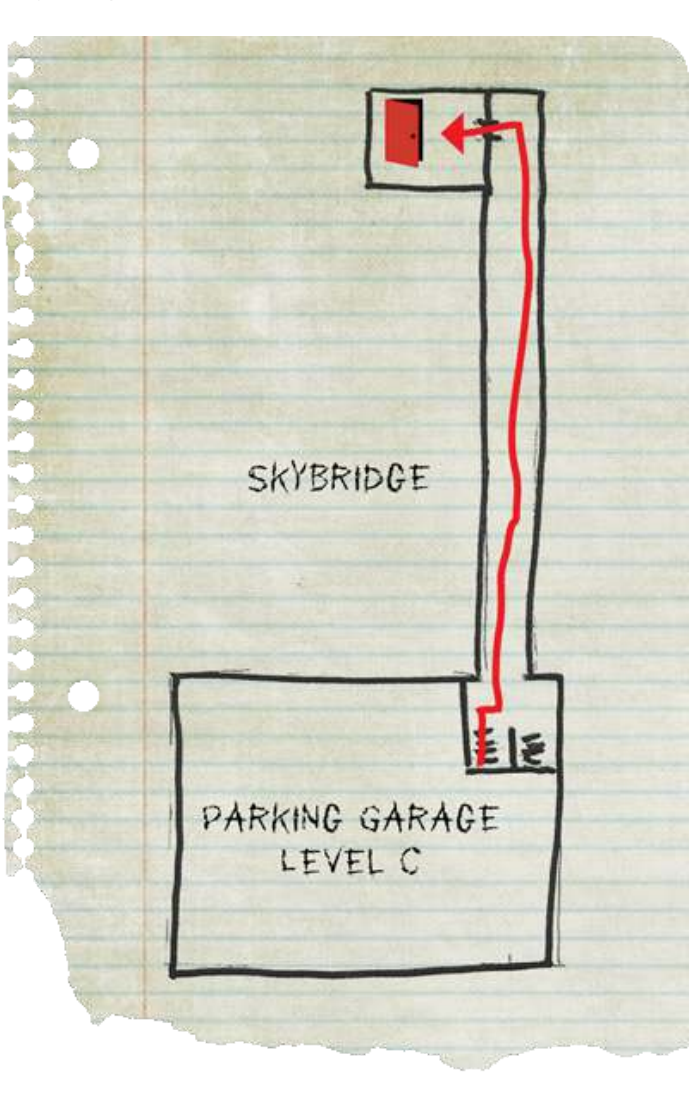
Follow the Additional Parking signs to locate the ramp leading up to the second level. This area is often frequented by infected bosses, so stay alert and be prepared to support each other while making the transition to level B.



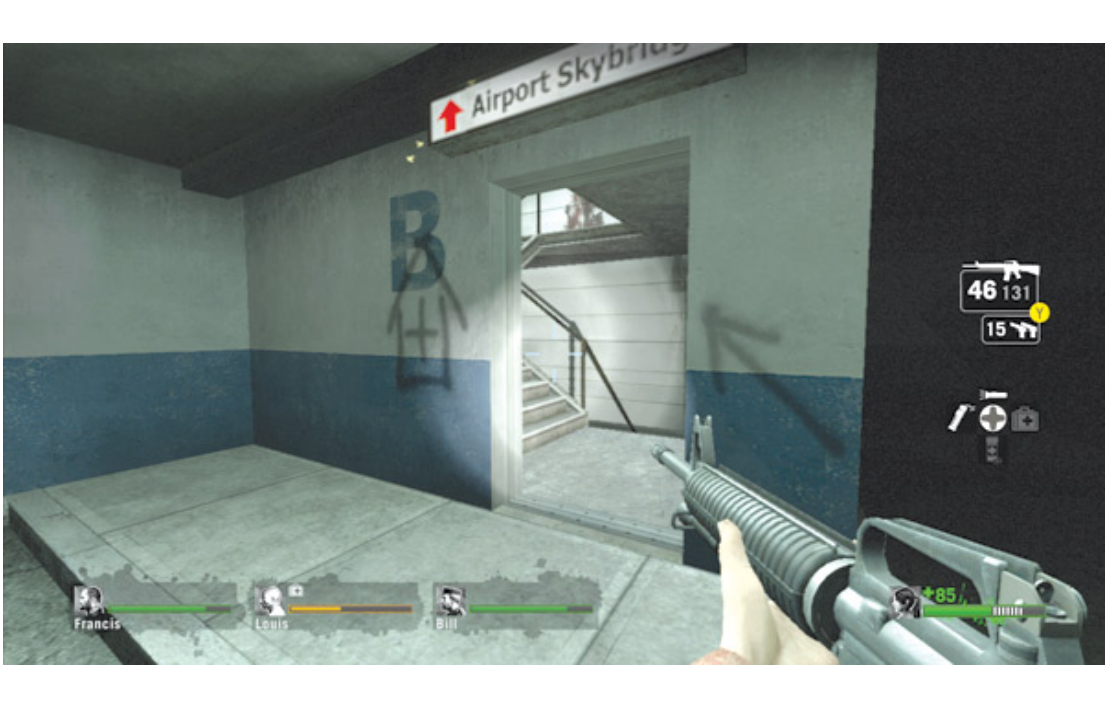
At the top of the ramp in level B, turn right and look for the Airport Skybridge signs—follow the arrows to the stairwell. There are usually several common infected on this level, mixed in with a few bosses.

Strafe left to right to scan the area by the stairwell and engage as many visible targets as possible at long range. The gunfire may draw more infected out of cover, but it's better to engage them now than to have one bite into your neck as you rush past a car or pillar.

Skybridge

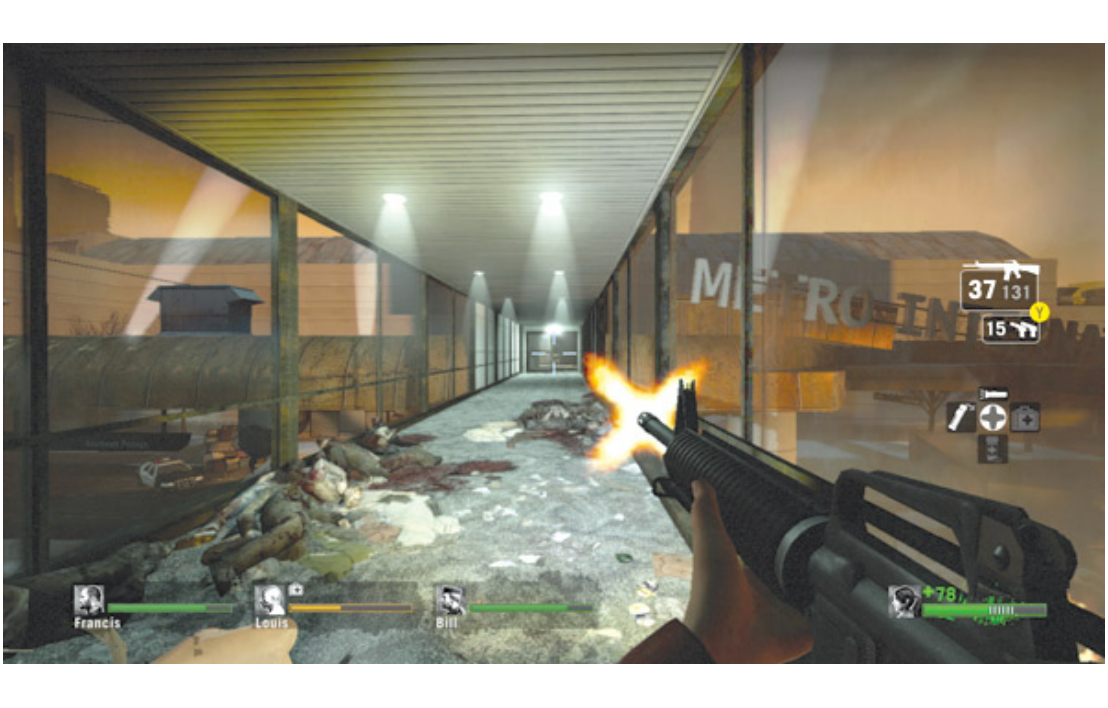


Cautiously enter the stairwell on level B and scan the interior for threats. The stairs lead up and down from this point, so don't forget to check the steps leading down.



Sometimes there's a small group of infected gathered at the bottom of the steps, so be sure to take them out before turning your back on them—tossing a molotov into the bottom of the stairwell is a quick way to eliminate the threat.

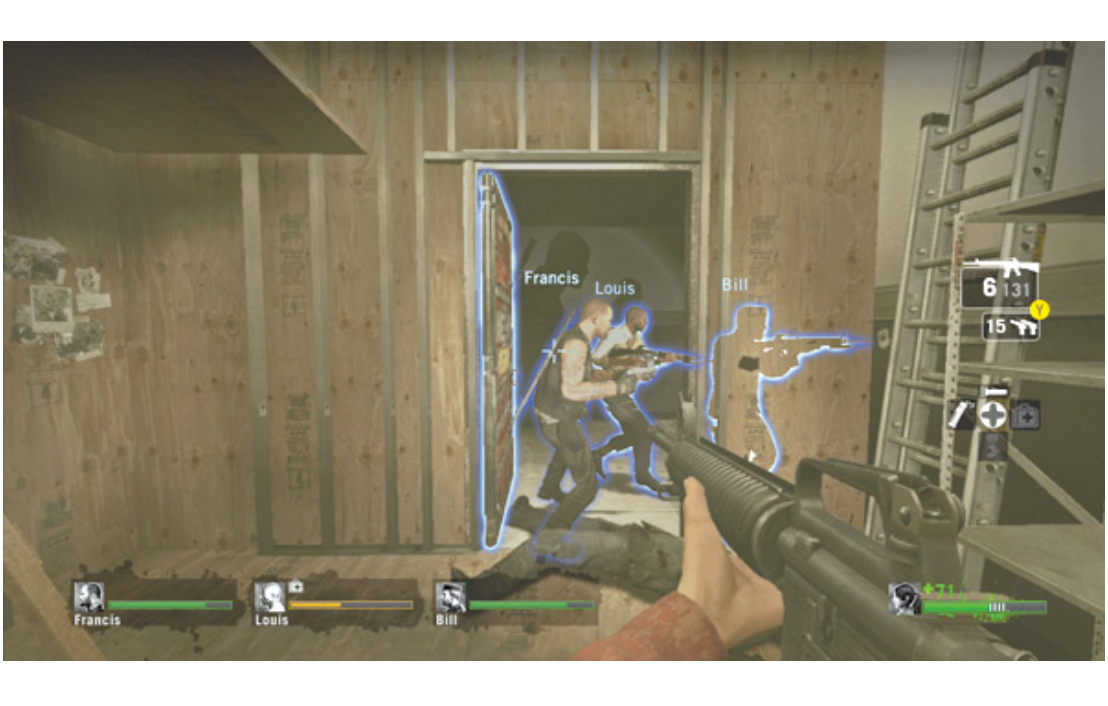
Once the stairwell is clear, head upstairs to level C, but don't reenter the parking garage.



Instead, turn left to access the skybridge. There may be a few infected wandering on the skybridge, so mow them down before crossing. Also, scan the far end of the skybridge for infected bosses.

There may be a Smoker, Hunter, or Boomer loitering near the safe house entrance, eager to initiate one last attack on your team. Use assault rifles or sniper rifles for long-range annihilation.

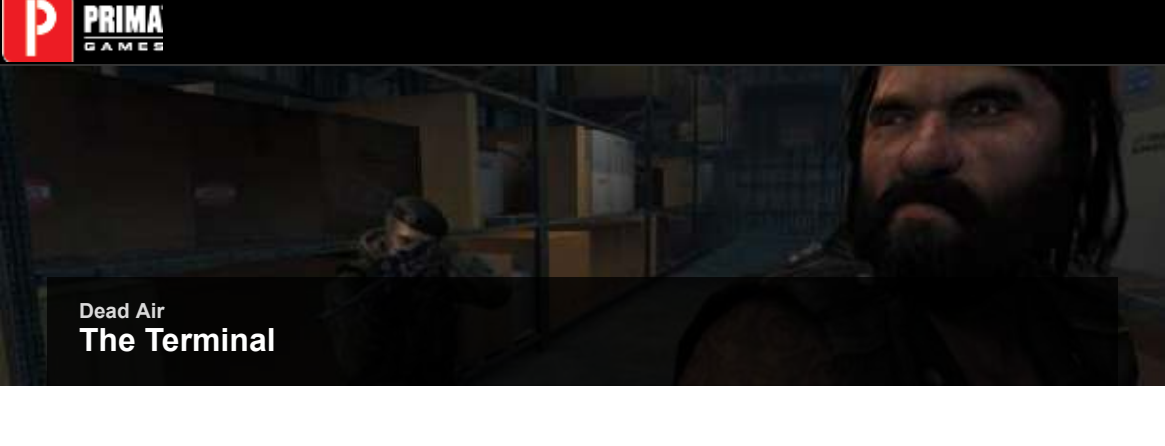
Terminal Safe House



Once the path is clear, race across the skybridge with your team and enter Terminal A on the other side. The safe house door is on the left side of the passage beyond the skybridge.

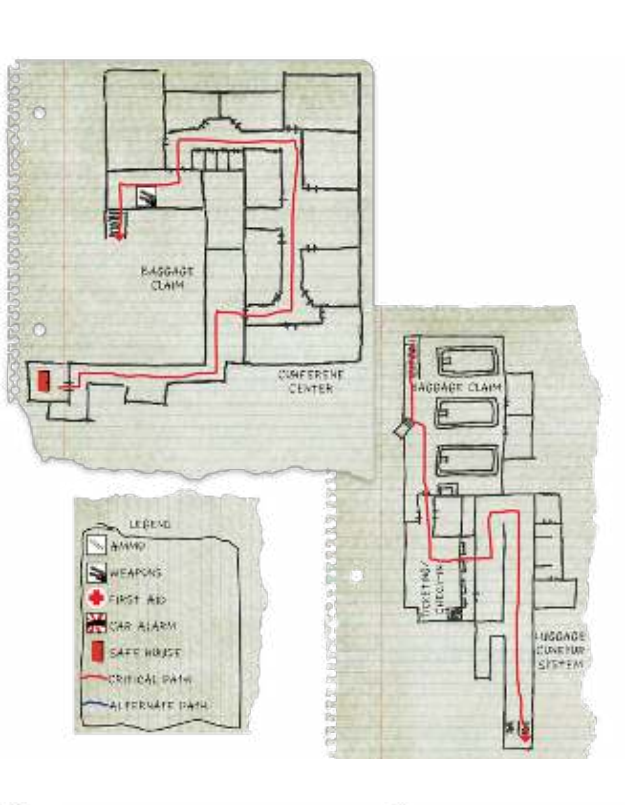
Although there may be infected chasing after your team, suppress the urge to engage them as they race across the skybridge. Get inside the safe house as quickly as possible and slam the door shut before they can advance to melee range.

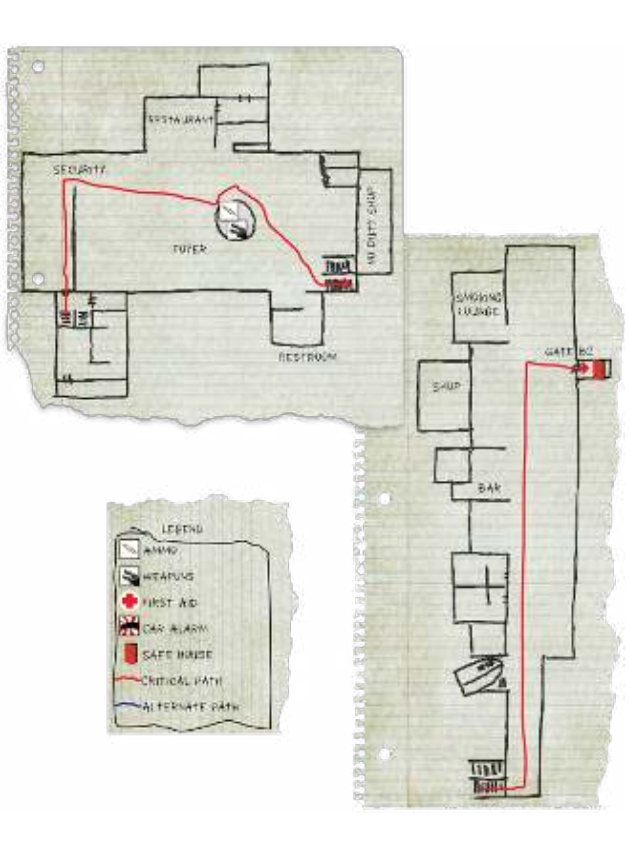
You've finally made it to the airport. But you still have a long way to go before your team can book a ticket out of here…



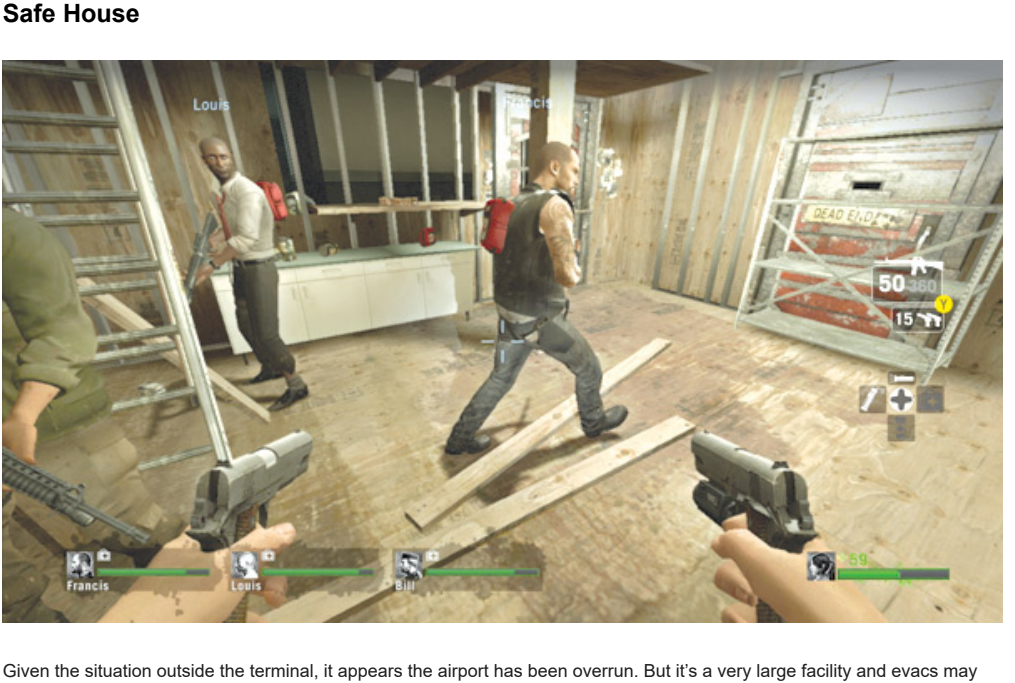
Dead Air

The Terminal





Safe House



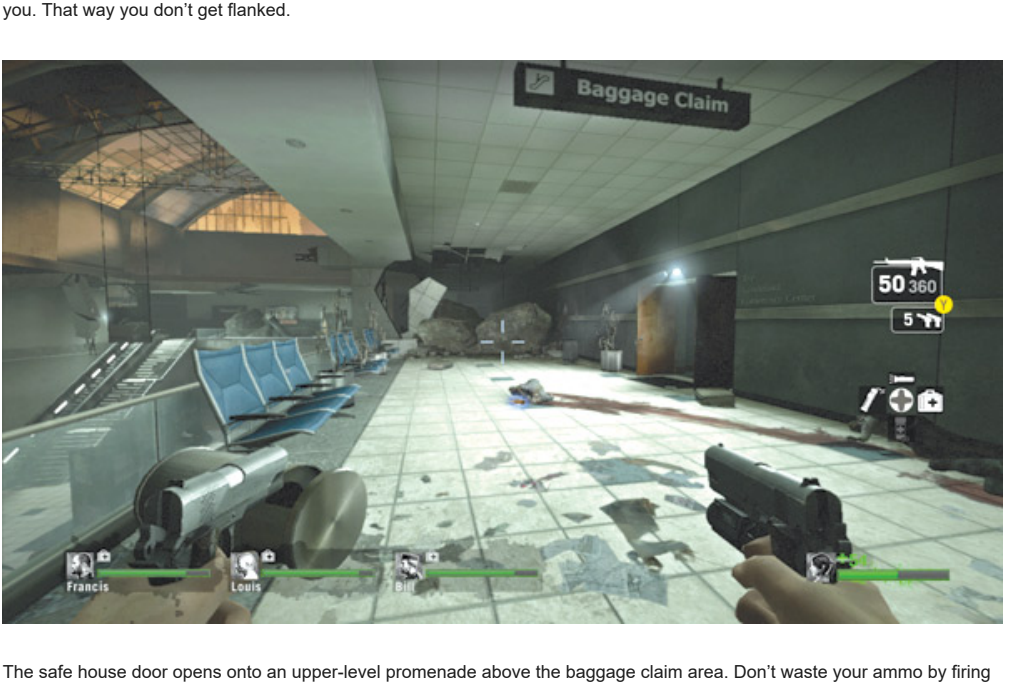
Given the situation outside the terminal, it appears the airport has been overrun. But it's a very large facility and evacs may still be underway, at least for the next few minutes.

Your team must race through the terminal and reach the tarmac to search for any signs of rescue. Before rushing out of the safe house, stock up on supplies.

An even mix of assault rifles and auto shotguns is well suited for the fight ahead. A sniper rifle can also come in handy when clearing some of the larger areas, but don't take more than one. Be sure to grab a first aid kit, too, and use it now if necessary.

Before opening the safe house door, peer through the bars and engage any infected visible on the other side. After clearing out the area on the other side of the door, open it and engage any other threats that rush toward the safe house.

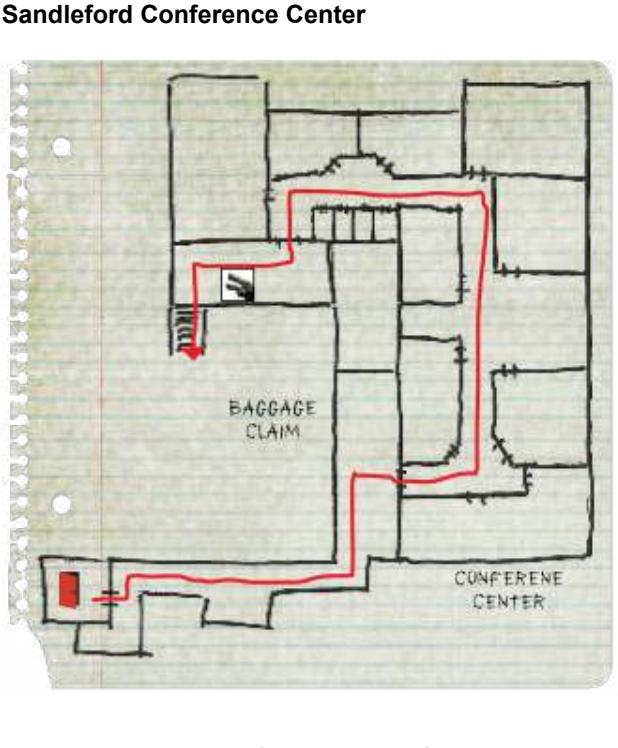
Attacks can come from the left or right side of the door, so it's best to hold inside the safe house and let the infected come to you. That way you don't get flanked.



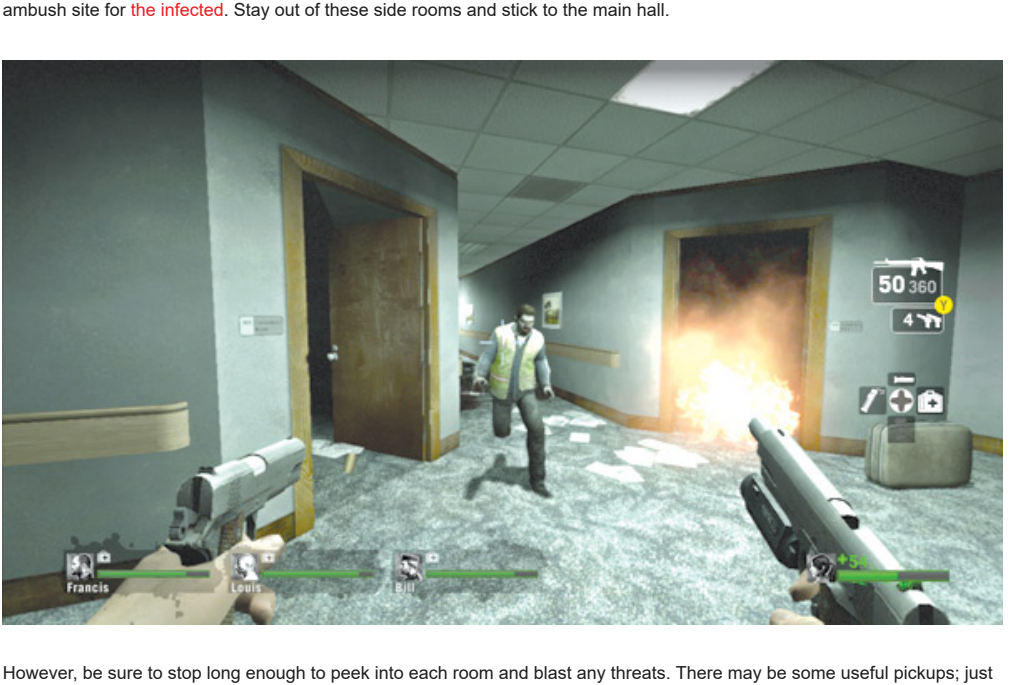
The safe house door opens onto an upper-level promenade above the baggage claim area. Don't waste your ammo by firing at the zombies on the lower level near the luggage carousels—the director will only spawn more. Instead, focus on the infected wandering around this walkway.

Quickly move along this L-shaped passage and look for pickups scattered about. The walkway is blocked by a chunk of collapsed roof, detouring your team through the nearby conference center.

Sandleford Conference Center



Ensure your team is together before entering the conference center. The main hall is lined with side rooms, each a potential ambush site for the infected. Stay out of these side rooms and stick to the main hall.



However, be sure to stop long enough to peek into each room and blast any threats. There may be some useful pickups; just make sure a room is clear before rushing inside to grab supplies.

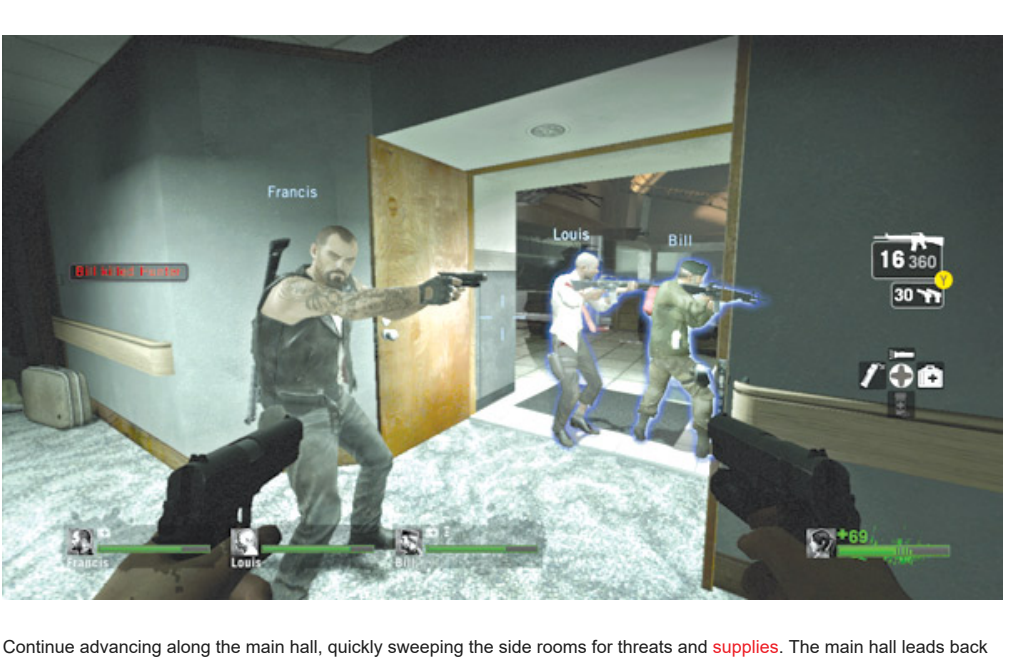
As you approach the first turn in the hall to the left, be prepared for infected rushing around the corner.

Caution

The main hallway in the conference center is sometimes blocked by a Witch. In some instances your team may be able to sneak around her via the side rooms. Just be sure to shut off your flashlights if attempting such a maneuver. At other times your team has no choice but to confront the Witch head-on.

Before engaging her, assume a firing line as far back from the Witch as possible, ensuring every team member has a clear shot. Then initiate a voice countdown, so everyone fires at the same time—if a molotov is available, consider starting the attack by lighting her on fire. Keep shooting until the Witch is dead.

If she gets too close, backpedal while firing until she's down. All it takes is one swipe from her clawed hand to incapacitate a teammate, so do your best to keep your distance—easier said than done in this cramped hallway.

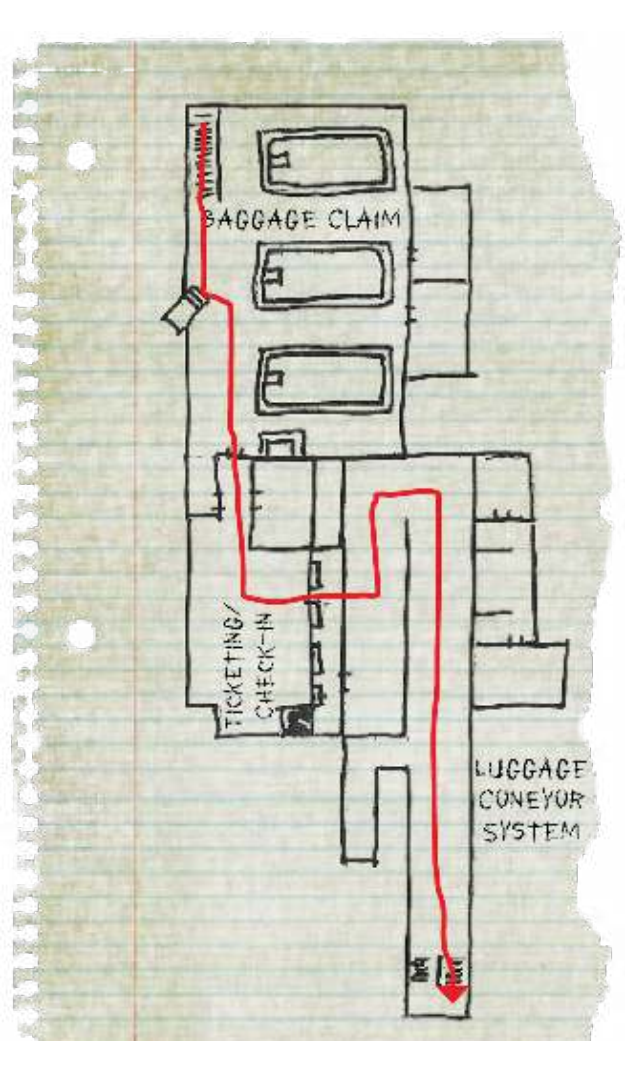


Continue advancing along the main hall, quickly sweeping the side rooms for threats and supplies. The main hall leads back out to the promenade above the baggage claim area. As you exit, close the double doors behind you.

This won't prevent infected from attacking your team from behind, but it helps delay the attack. As you advance to the escalator leading down to the baggage claim area, keep an eye on these doors.

If you see infected trying to break through, open fire while they're trapped in this narrow choke point.

Baggage Claim

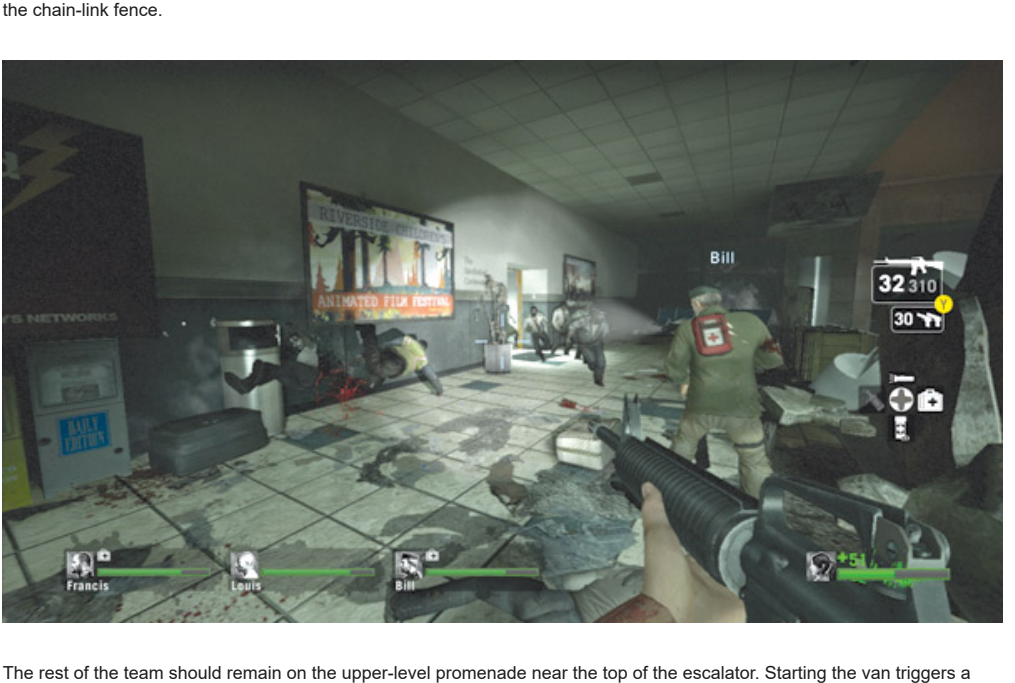


Now that your team is ready to move through the baggage claim area below, take a few seconds to clear the floor from the promenade. There could be a stash of weapons on some crates near the escalator.

If so, have most of your team switch to assault rifles. For the next sequence your team will need the range and rapid fire offered by these weapons. But keep one auto shotgun to help deal with close-quarter threats.

Although the baggage claim area is now accessible, the ticketing/check-in area beyond is blocked by a chain-link fence. At the bottom of the escalator a van has partially crashed through the terminal entrance.

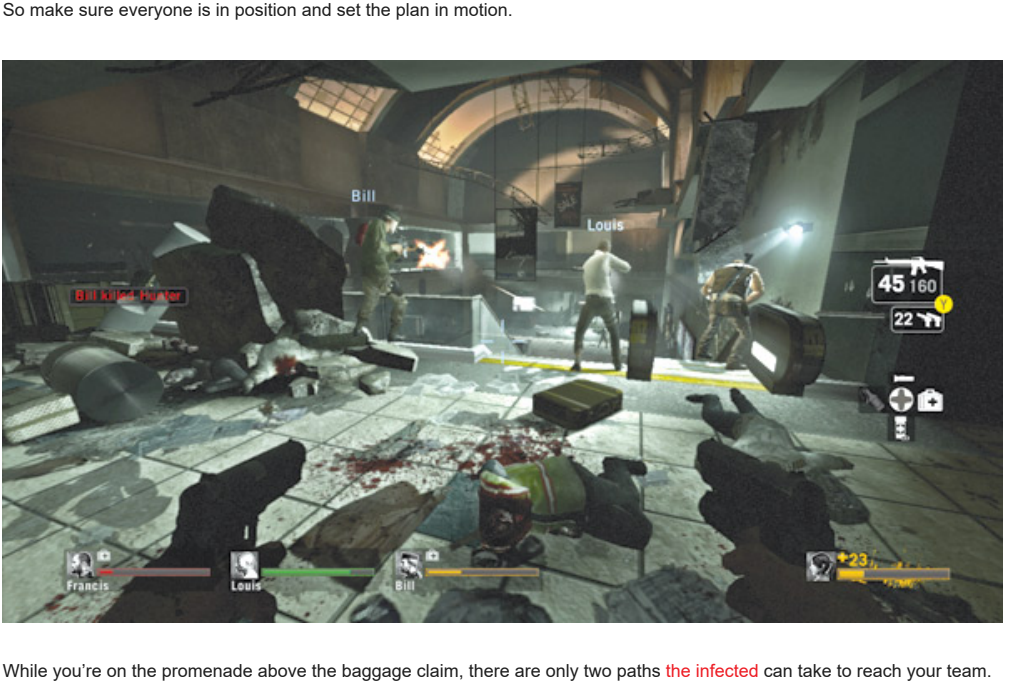
Elect one team member to go down the escalator and interact with the van. Doing so causes it to start up and crash through the chain-link fence.



The rest of the team should remain on the upper-level promenade near the top of the escalator. Starting the van triggers a large-scale infected attack, and the upper level is the best defensive position.

Whoever is tasked with starting the van should rush down the escalator, interact with the van's steering wheel, and then immediately dash back up the escalator to rejoin the team before the infected attack commences.

So make sure everyone is in position and set the plan in motion.



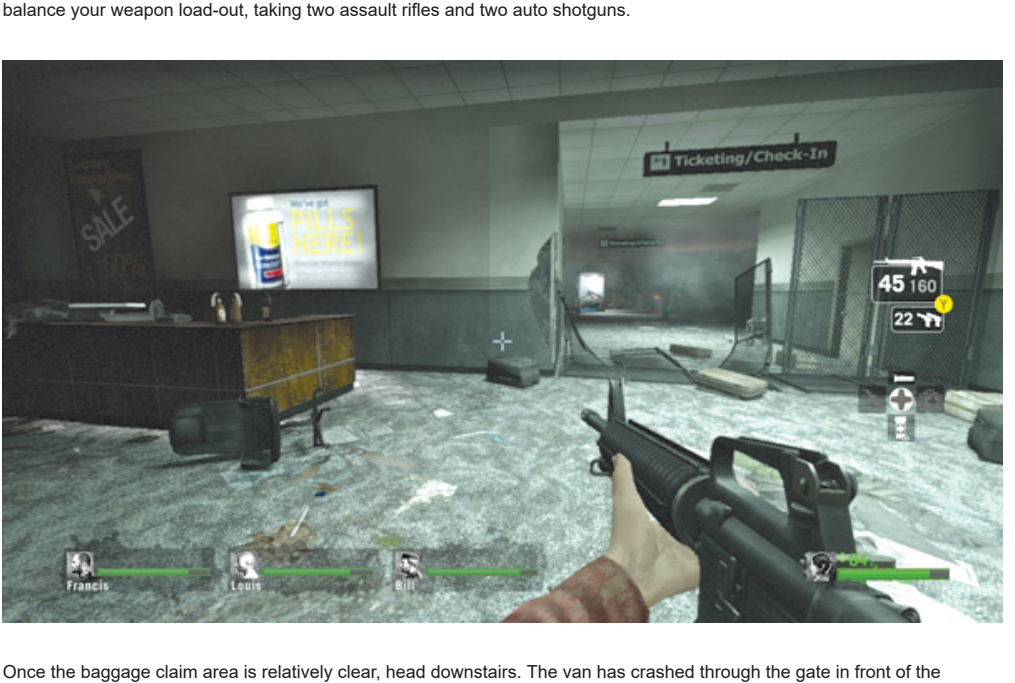
While you're on the promenade above the baggage claim, there are only two paths the infected can take to reach your team. The closest entry point is the conference center's double doors—the same ones you closed earlier.

Assign a couple of teammates to watch this doorway at all times. Large swarms of infected will come dashing out of this hallway, so answer back with auto shotgun and assault rifle fire. The other two teammates should cover the escalator.

However, before the infected reach the escalator, they must dash across the baggage claim floor, making them vulnerable to long-range attacks.

The teammates defending the escalator should be armed with assault rifles to deal with both long-range and close-range attacks.

By covering these two critical choke points, your team can withstand the assault. But before heading downstairs, heal up and balance your weapon load-out, taking two assault rifles and two auto shotguns.

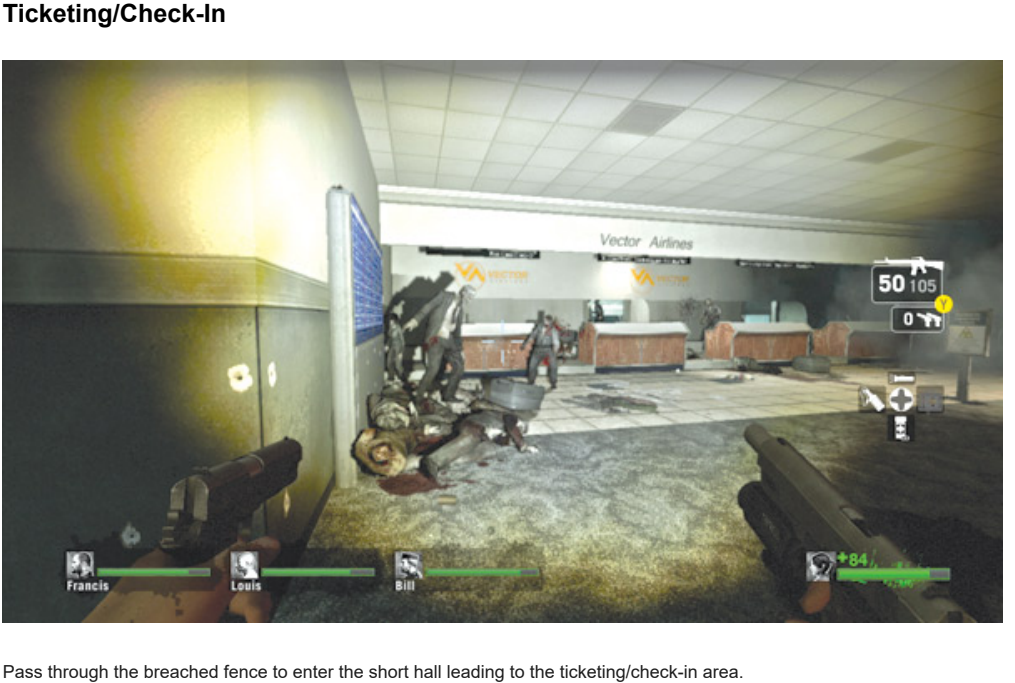


Once the baggage claim area is relatively clear, head downstairs. The van has crashed through the gate in front of the ticketing/check-in area. Before advancing to this new area, check around the baggage claim for supplies.

There are usually some pickups on the counter near the breached fence. However, don't split up while scouring the entire ground floor and restrooms for supplies.

Hunters and Smokers may still lurk in the dark corners on this floor, so stay together and within each other's line of sight at all times.

Ticketing/Check-In



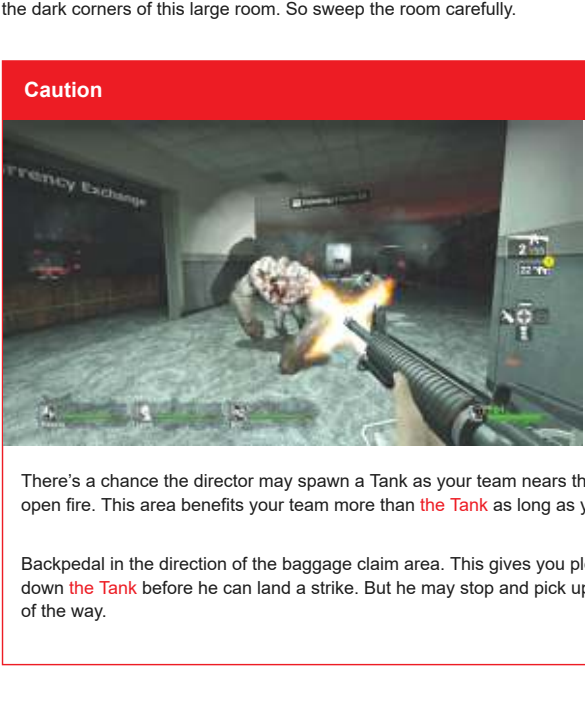
Pass through the breached fence to enter the short hall leading to the ticketing/check-in area.

On the left side of the hall is the currency exchange counter—watch for infected hiding in this alcove as you pass by. Turn left at the next corner to spot the Vector Airlines ticket counter.

There are likely even more common infected here. Open fire on all threats quickly, preferably before they crawl over the counter.

Most attacks originate from the luggage conveyor system behind the ticket counter, but there may be other undead hiding in the dark corners of this large room. So sweep the room carefully.

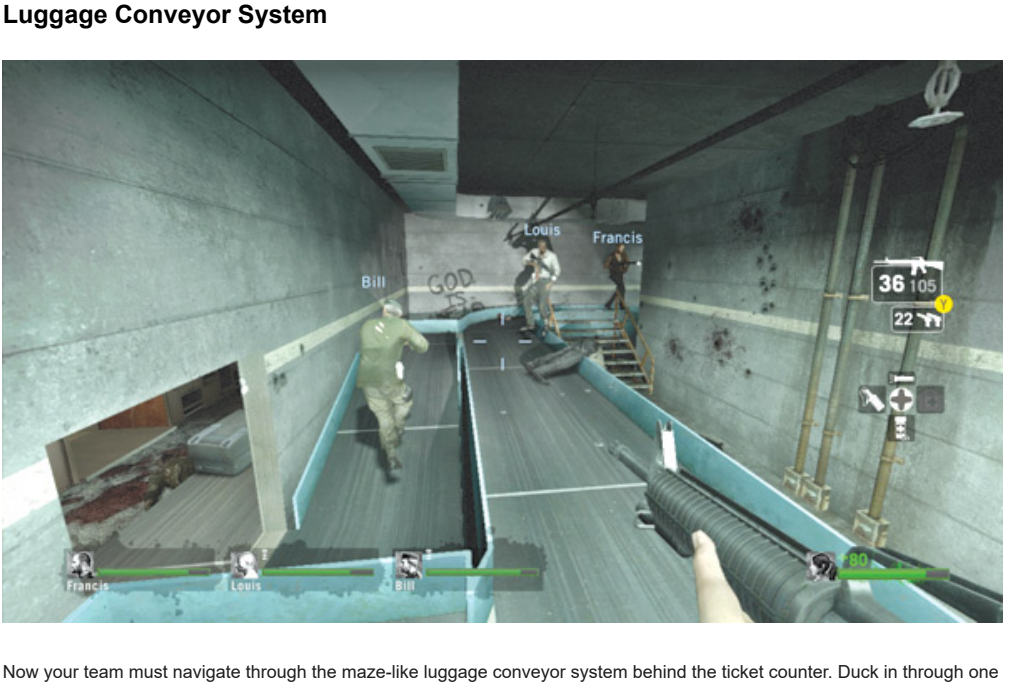
Caution



There's a chance the director may spawn a Tank as your team nears the ticket counter. If this occurs, backpedal and open fire. This area benefits your team more than the Tank as long as you move in the right direction.

Backpedal in the direction of the baggage claim area. This gives you plenty of room to maneuver, allowing you to take down the Tank before he can land a strike. But he may stop and pick up a chunk of concrete, so be ready to sidestep out of the way.

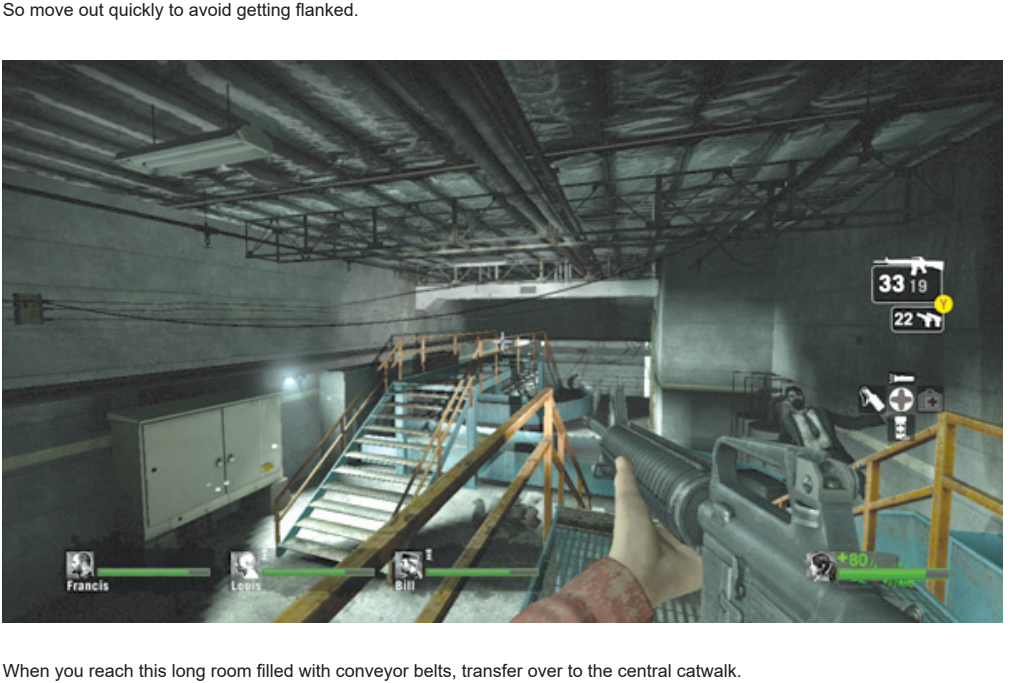
Luggage Conveyor System



Now your team must navigate through the maze-like luggage conveyor system behind the ticket counter. Duck in through one of the entrances and immediately turn left.

This area is often frequented by common infected, so open fire as soon as threats come into view, particularly around the corner. But infected can also attack your team from behind, entering from behind the ticket counter.

So move out quickly to avoid getting flanked.



When you reach this long room filled with conveyor belts, transfer over to the central catwalk.

Although the conveyor system isn't functional, the catwalk makes navigating through this room easier; you don't have to jump over obstacles, which helps keep your team together.

This allows your team to focus on moving ahead while shooting zombies.

Be careful when moving past conveyors belts above the catwalk. Infected lurking above (including Hunters) may leap down and attack your team.

Infected may also attack from behind, approaching from the ticket counter, so make sure one teammate is watching your backs at all times during this advance.

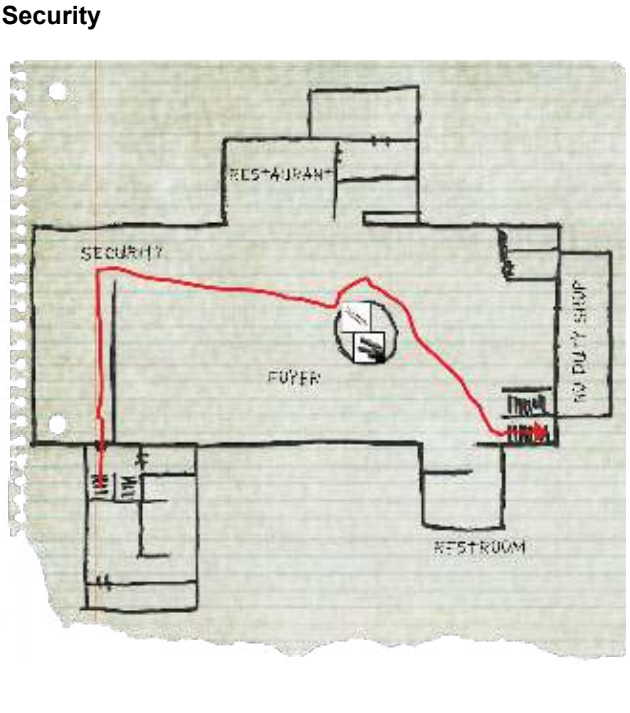
Follow the catwalk to the room's exit, at the bottom of these steps. Hold at this position for a few seconds and watch for infected approaching through the open doorway ahead. Infected spawning in the security area ahead may come rushing through this doorway.

Holding at the top of the steps gives your team optimal range to neutralize the threats as they rush through. Also, listen carefully for bosses like Boomers. One may be loitering at the bottom of the steps waiting to douse your team in bile.

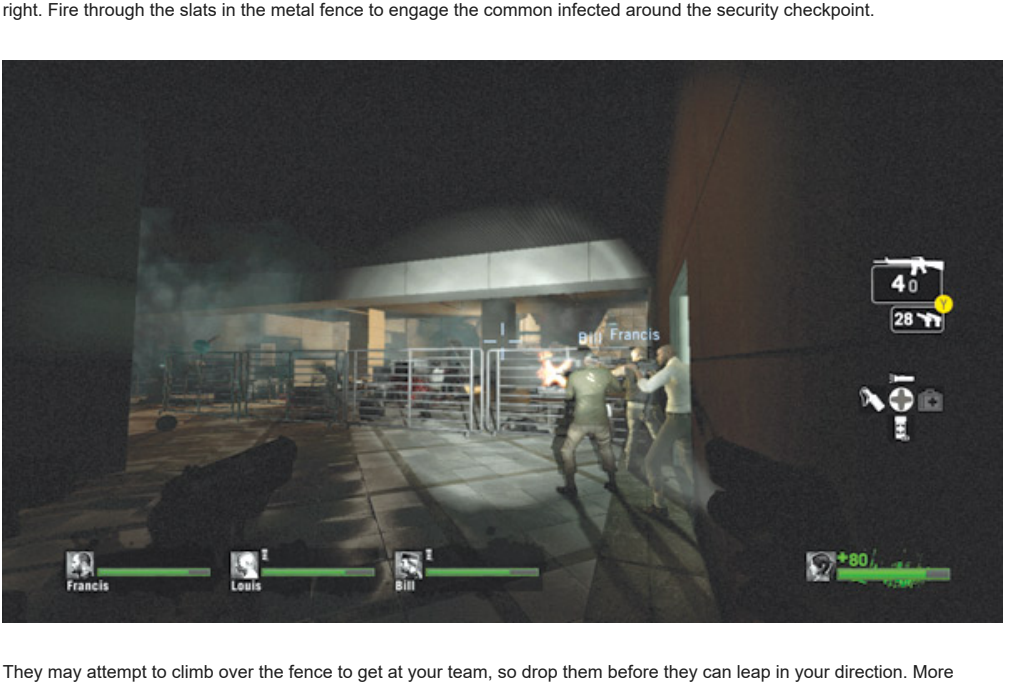
When the area is clear, barge down the steps and exit through the open doorway straight ahead to enter the security checkpoint. There are some side rooms on the lower floor of the conveyor system room, but don't bother searching them.

The longer your team stays in here, the greater the risk of a large-scale swarm attack.

Security



Upon exiting the conveyor system room, shut the doors behind you and sidestep left into this dark corner while aiming to the right. Fire through the slats in the metal fence to engage the common infected around the security checkpoint.



They may attempt to climb over the fence to get at your team, so drop them before they can leap in your direction. More infected may circle around the fence, racing past the piles of luggage to flank your team from the side.

So watch these two areas and hold here until the attacks subside.

Cautiously make your way to the security checkpoint. Although some areas of the airport are without power, the metal detectors at the security checkpoint are still active.

If any of your teammates walk through one, it will sound an alarm, accompanied by a bright flashing red light. The result is like setting off a car alarm—infected will swarm around your team from all directions.

If this occurs, go back to back with your teammates to cover all angles and prevent friendly fire incidents. Most infected will rush toward the security checkpoint from the adjoining foyer or through the conveyor system.

Try to locate the source of the attacks and focus your fire on these key areas, eliminating as many infected as possible before they can surround you.

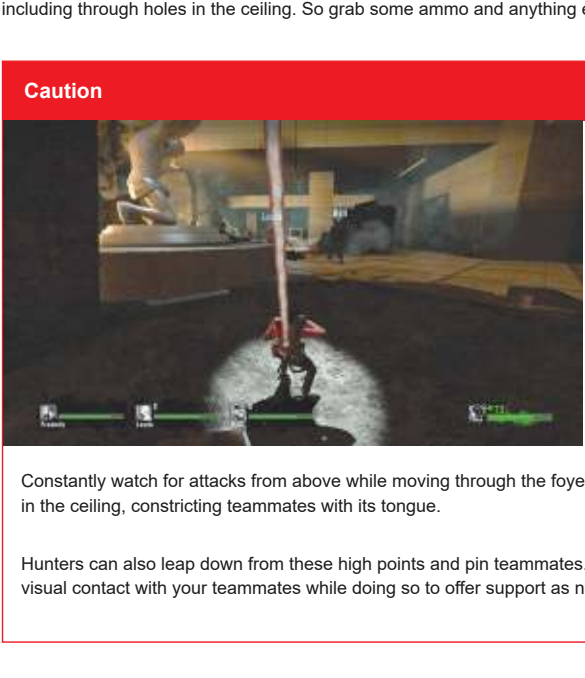
But the best defense against a swarm attack is to avoid triggering one in the first place, so play close attention while moving through the security checkpoint, and make sure no one passes through a metal detector.

Foyer

Just beyond the security checkpoint is a massive (and heavily damaged) foyer. Rush to the Atlas-like statue at the center of the foyer to grab some ammo. Sometimes weapon upgrades are placed here too, as well as molotovs or pipe bombs.

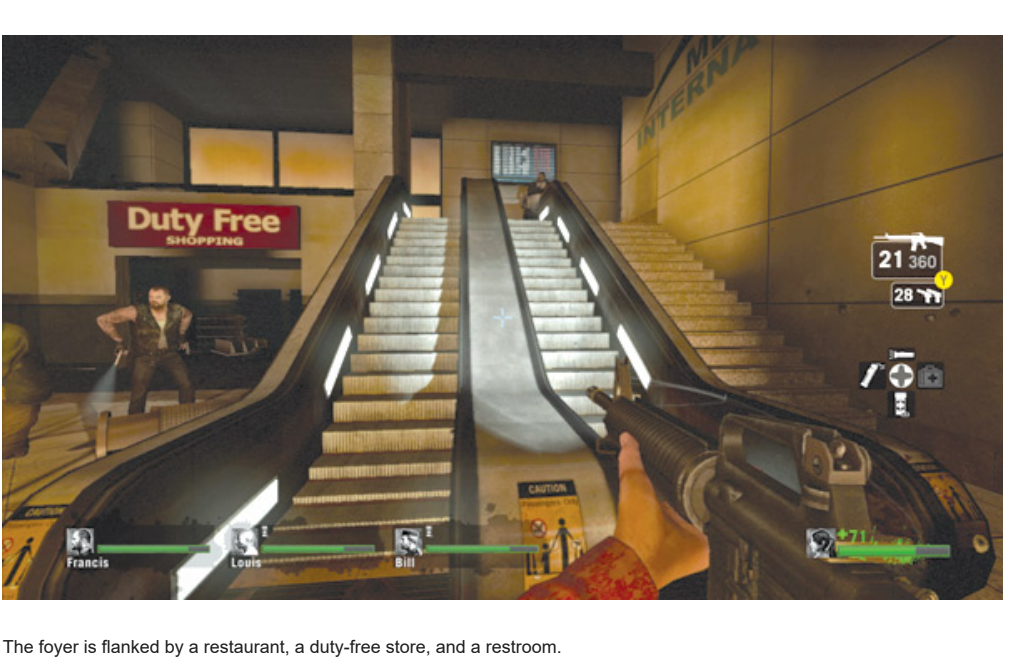
However, this is hardly the place to take a break. Infected still surround this large room and can attack from any direction, including through holes in the ceiling. So grab some ammo and anything else here, and move out.

Caution



Constantly watch for attacks from above while moving through the foyer. A Smoker on the roof can attack through holes in the ceiling, constricting teammates with its tongue.

Hunters can also leap down from these high points and pin teammates. So move through this area quickly, but stay in visual contact with your teammates while doing so to offer support as needed.

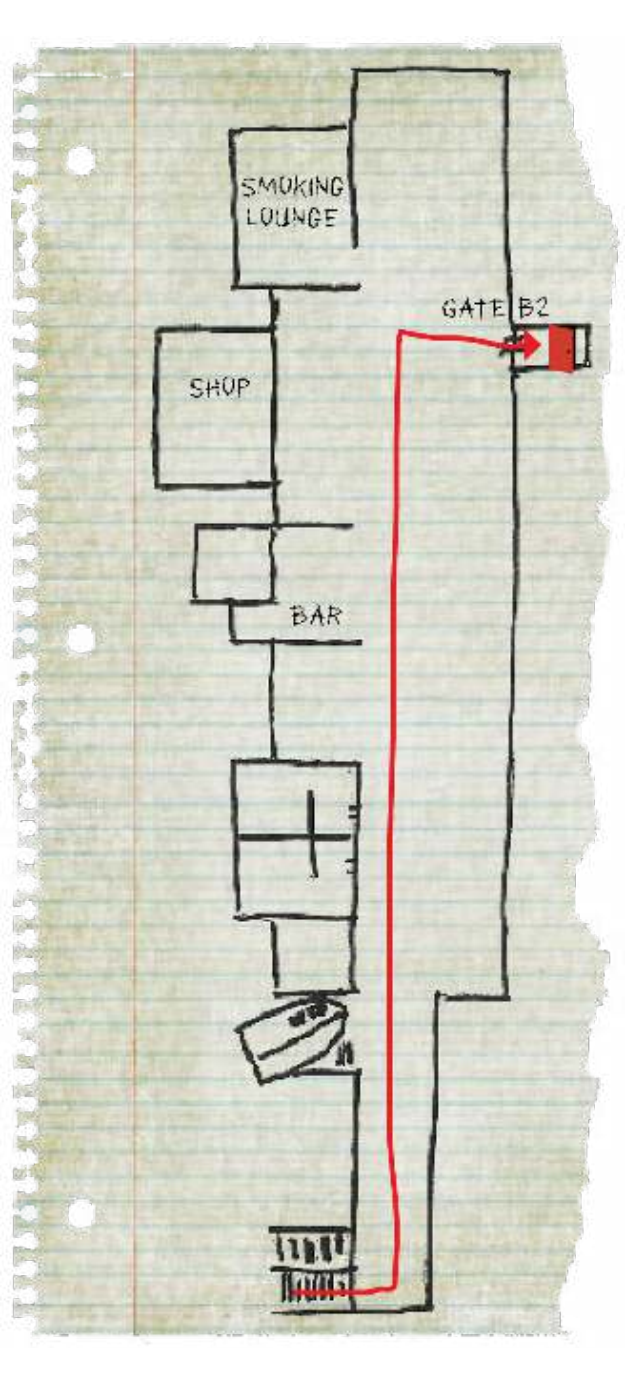


The foyer is flanked by a restaurant, a duty-free store, and a restroom.

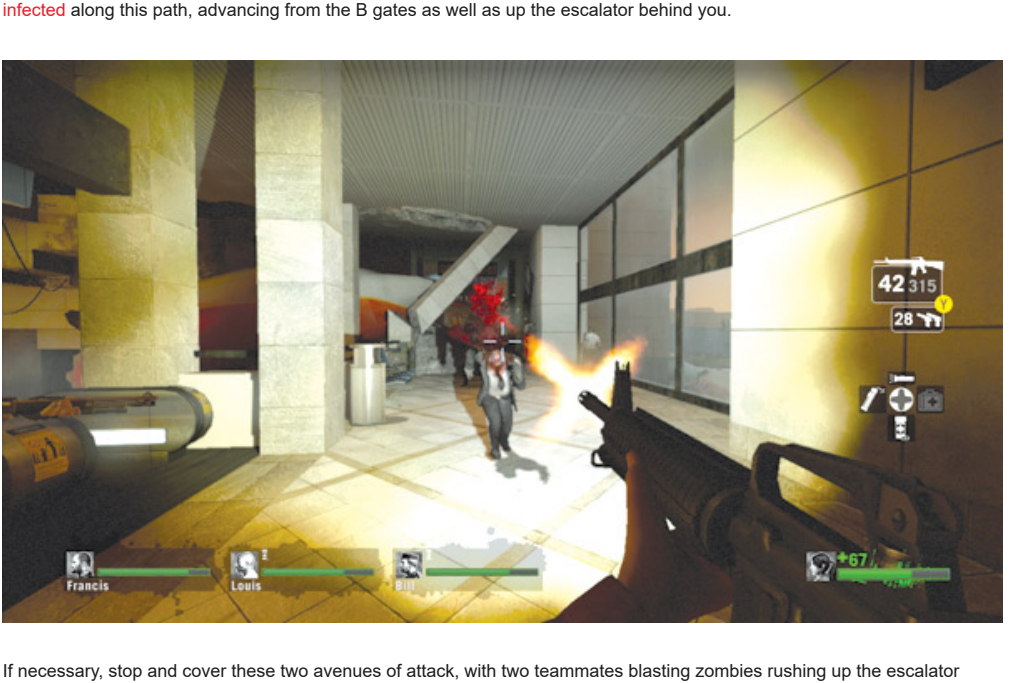
While theseareas may contain some useful supplies, sweeping them for goodies prolongs your team's exposure in the foyer, and thus to attacks from above.

You're better off racing up the escalator (by the restroom) and making a move for the safe house at gate B2.

B Gates



At the top of the escalator turn left and advance down this corridor toward gates B1 and B2. Expect heavy resistance from the infected along this path, advancing from the B gates as well as up the escalator behind you.



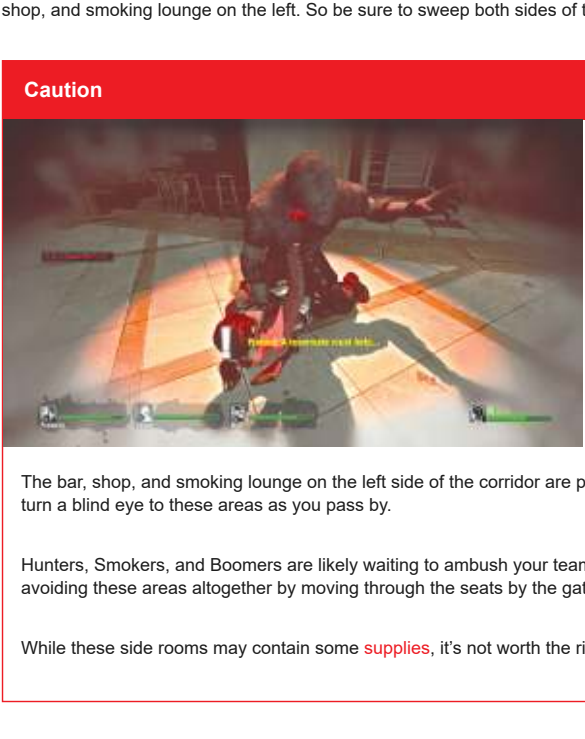
If necessary, stop and cover these two avenues of attack, with two teammates blasting zombies rushing up the escalator while the other two teammates cover the corridor ahead.

When it's time to move out, stay on the right side of this passage to avoid getting snared or pounced by Smokers or Hunters attacking through the large hole in the foyer's ceiling.

Most of the common infected hanging around the gates are idle. But as your team draws near, they will attack, so don't take any chances. Shoot every infected you encounter in this area, whether they look threatening or not.

Infected flank both sides of the corridor here, sitting or standing near the large windows on the right or loitering in the bar, shop, and smoking lounge on the left. So be sure to sweep both sides of the corridor as you advance to gate B2.

Caution



The bar, shop, and smoking lounge on the left side of the corridor are perfect hiding spots for infected bosses. So don't turn a blind eye to these areas as you pass by.

Hunters, Smokers, and Boomers are likely waiting to ambush your team as you race to the safe house. Consider avoiding these areas altogether by moving through the seats by the gates.

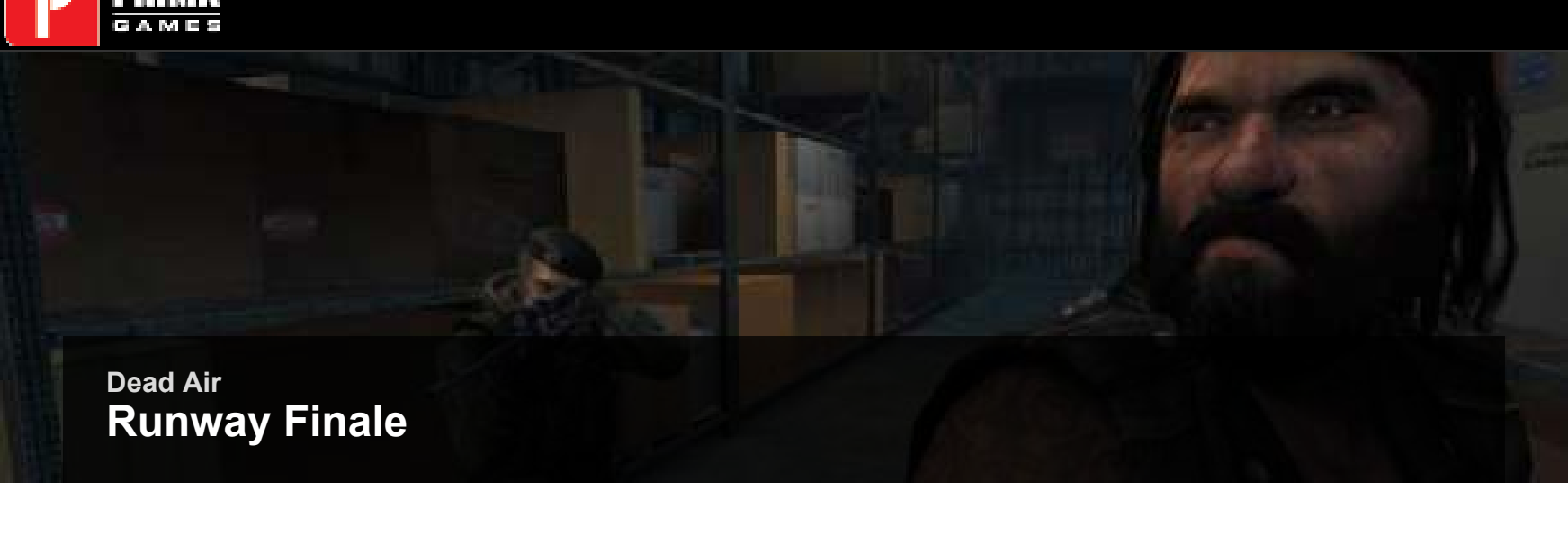
While these side rooms may contain some supplies, it's not worth the risk when you're so close to the safe house.

Jetway Safe House

GATE B2
Pangea Air

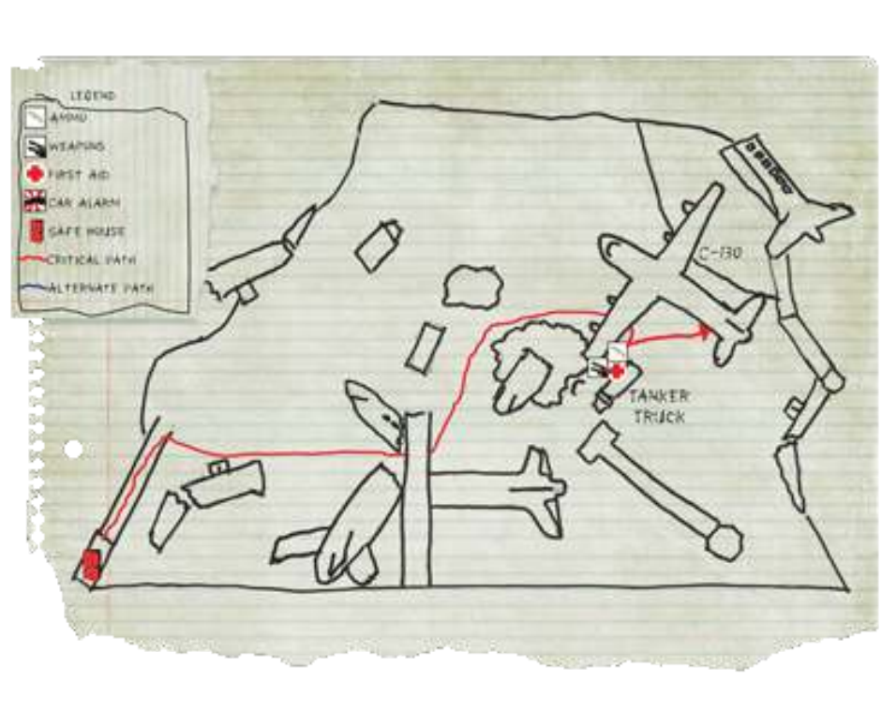
The safe house is located at gate B2, inside the jetway. Rush inside and wait for your team to enter before shutting the door. If necessary, hold at the doorway and provide covering fire while your teammates dash inside.

Your team is only steps away from the tarmac, but it's still uncertain what they'll find once they step outside. Given the state of the terminal, the prospects of a rescue are looking slim.



Dead Air

Runway Finale



Safe House

The airport's tarmac and runways are just outside this makeshift safe house, but before searching for rescue, stock up on supplies and heal.

It's okay to use the first aid kits immediately, especially if anyone's health is in the orange or red range, because more first aid kits await your team at the tanker truck outside.

As for weapons, take three assault rifles and one auto shotgun or two assault rifles, one sniper rifle, and one auto shotgun.

The assault rifles and sniper rifle are very effective at long range, and there are many opportunities outside to engage targets at long distance. Once everyone is geared up, open the safe house door at the far end of the jetway and step outside.

As you exit the safe house and approach the end of the jetway, a plane can be seen approaching in the distance—but something is wrong. First the left wing dips and smashes into the ground.

Then the nose plunges into the tarmac, causing the aircraft to erupt in a fiery explosion that shakes the ground. Stay on the jetway as the fiery wreck comes to a stop only a few meters away, but don't let the crash distract you from infected trying to attack your team.

It's unclear what caused the plane to crash, but it's safe to speculate that the crew were overrun by infected.

Tarmac

But this jet isn't the first to crash here, as witnessed during your trek through the terminal. The tarmac is littered with even more aircraft wreckage, creating a dangerous obstacle course. However, off in the distance is a C-130 cargo plane that looks intact.

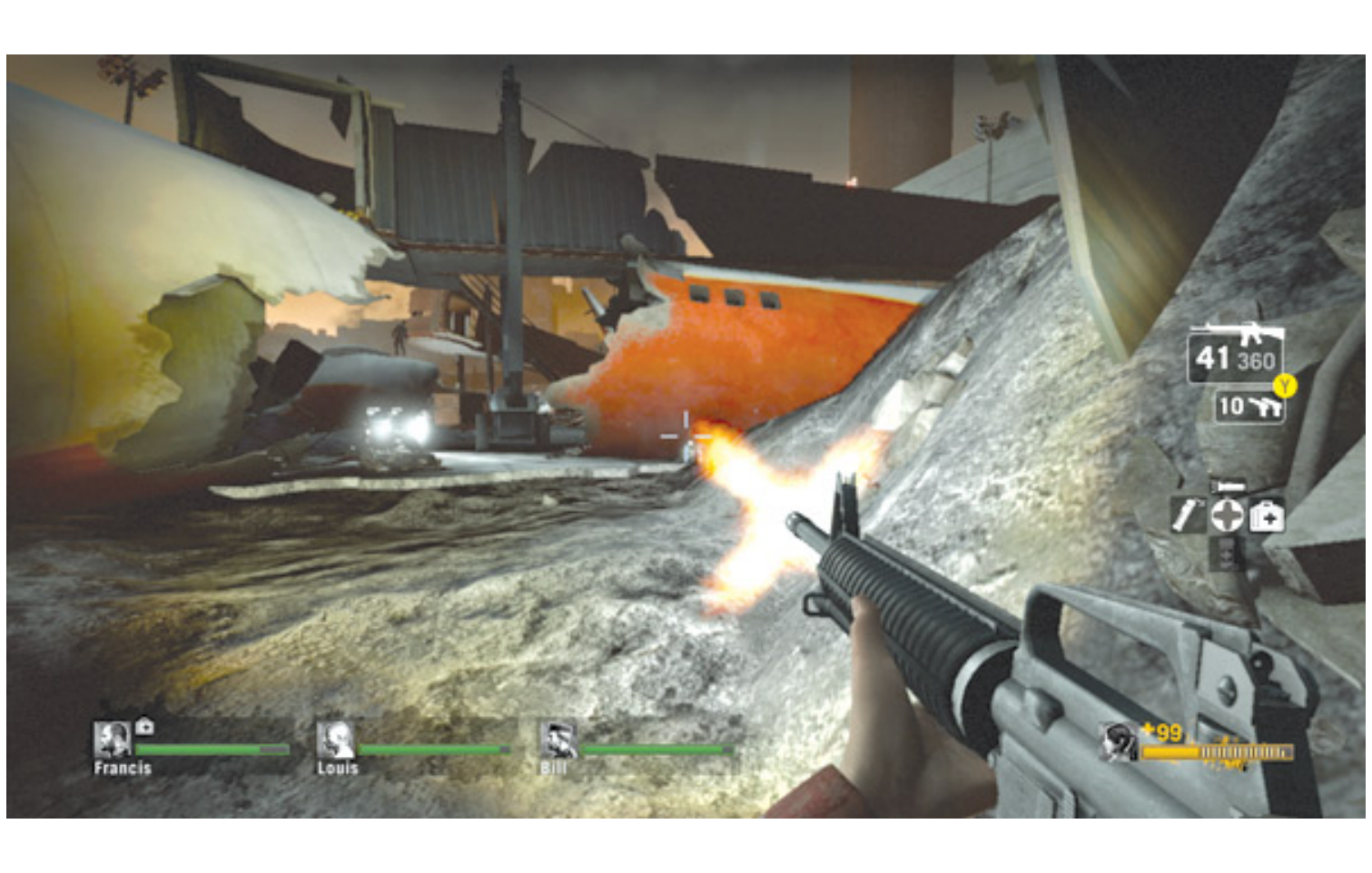
Is this the same plane your team saw earlier at the greenhouse? If so, it could be your ticket out of here. Make note of its location while standing atop the jetway and then formulate a quick game plan to get there as quickly as possible.

Also, fire down on any infected before dropping onto the tarmac.

When it's time to move out, drop to the tarmac simultaneously as a team. If someone is attacked and incapacitated on the jetway, there's no way to get back up to help.

Stay together once you reach the tarmac and be prepared to put down all the infected that swarm to your team's position.

Quickly sweep the area beneath the jetway—there are usually a few infected down here that you couldn't see from above.



Once the area around the jetway is clear, turn toward the broken-up aircraft at gate B1. Advance through the gap between the nose and fuselage, passing directly beneath the B1 jetway.

This area is dark, so turn on your flashlights and watch for infected hiding amid the wreckage. You can also score some long-range kills from this position, targeting shambling silhouettes in the distance.

The C-130 cargo plane is parked just beyond the B1 jetway. Turn left and navigate around the large crater in the tarmac to reach it. As you near the plane a voice can be heard echoing over a radio: "Gas me up and I'll get you out of here."

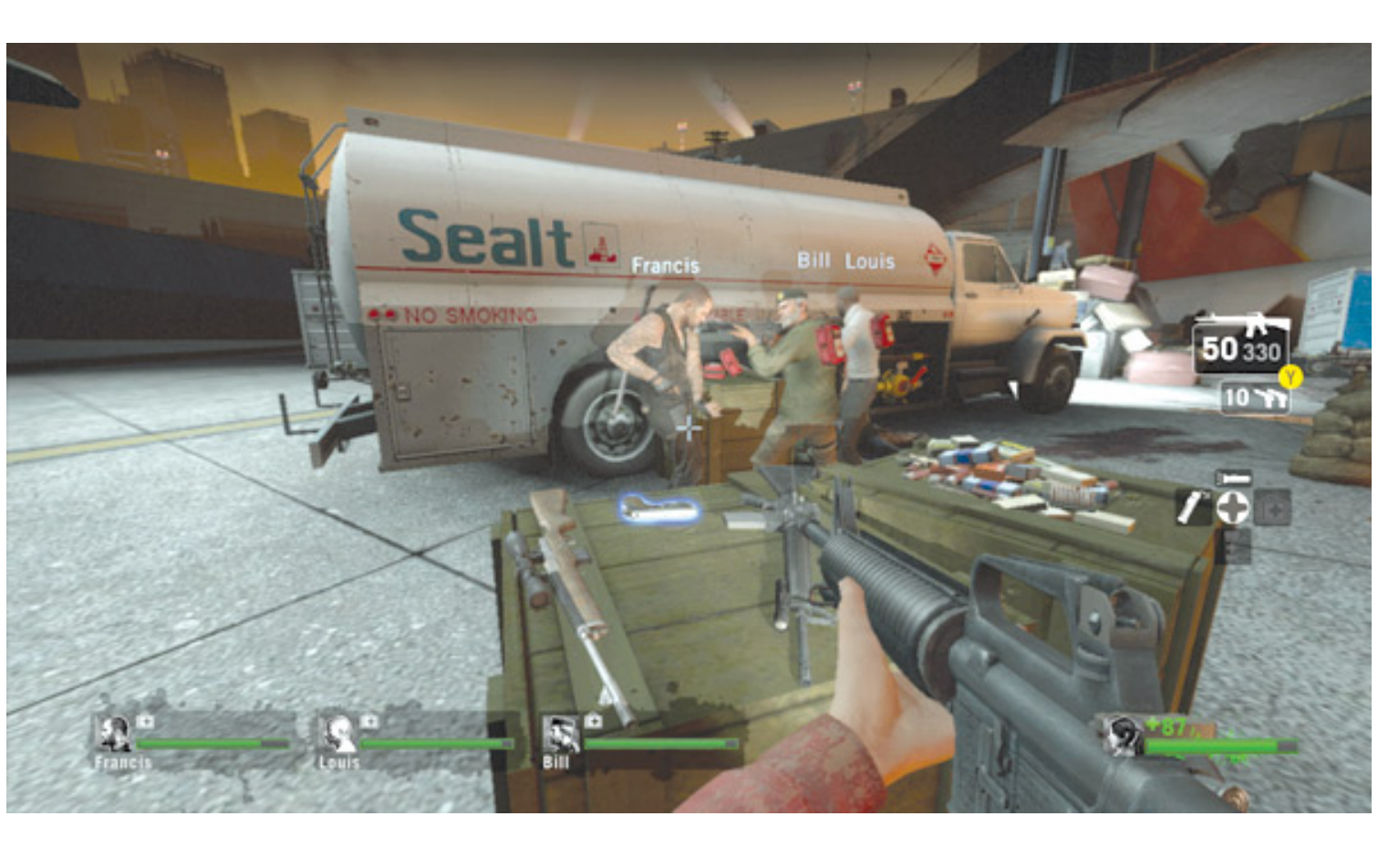
Why does there always have to be a catch? At least you've found a way to escape. Now comes the hard part.

Tanker Truck

Move to the tanker truck near the plane and locate the corpse lying next to the large hose protruding from the side of the vehicle—it looks like the last person to take on this challenge wasn't successful.

Interact with the radio resting on the corpse's torso. The pilot tells you to start up the pump on the tanker truck to fuel up the plane. But he warns you that the pump will make a lot of noise, attracting the infected and requiring your team to fend off a large attack while the plane refuels.

Finale Preparation



Before starting up the pump on the tanker truck, take a few seconds to prepare for the incoming attack. Start by resupplying and healing. There are weapons, ammo, and first aid kits on the crates near the tanker truck.

When choosing weapons for the finale, go with a mix of assault rifles and auto shotguns. Most of the combat takes place at close to intermediate range.

The sniper rifle isn't well suited for such frantic encounters, so avoid equipping it unless you have an expert marksman on your team.

Even then, the rifle fires and reloads so slowly that it may be more of a liability than an asset. In addition to the standard weapon upgrades, there's usually a stash of molotovs and pipe bombs near the tanker truck as well.

Next, note the mini gun near the tanker truck. It's positioned on the edge of the large crater. This weapon is ideal for covering the area on the far side of the crater, but the gunner can be easily flanked from the sides and rear.

If you plan to use this weapon, discuss a plan to keep the gunner safe. Also, test out the weapon's firing arc to see which areas it can cover and which areas it can't.

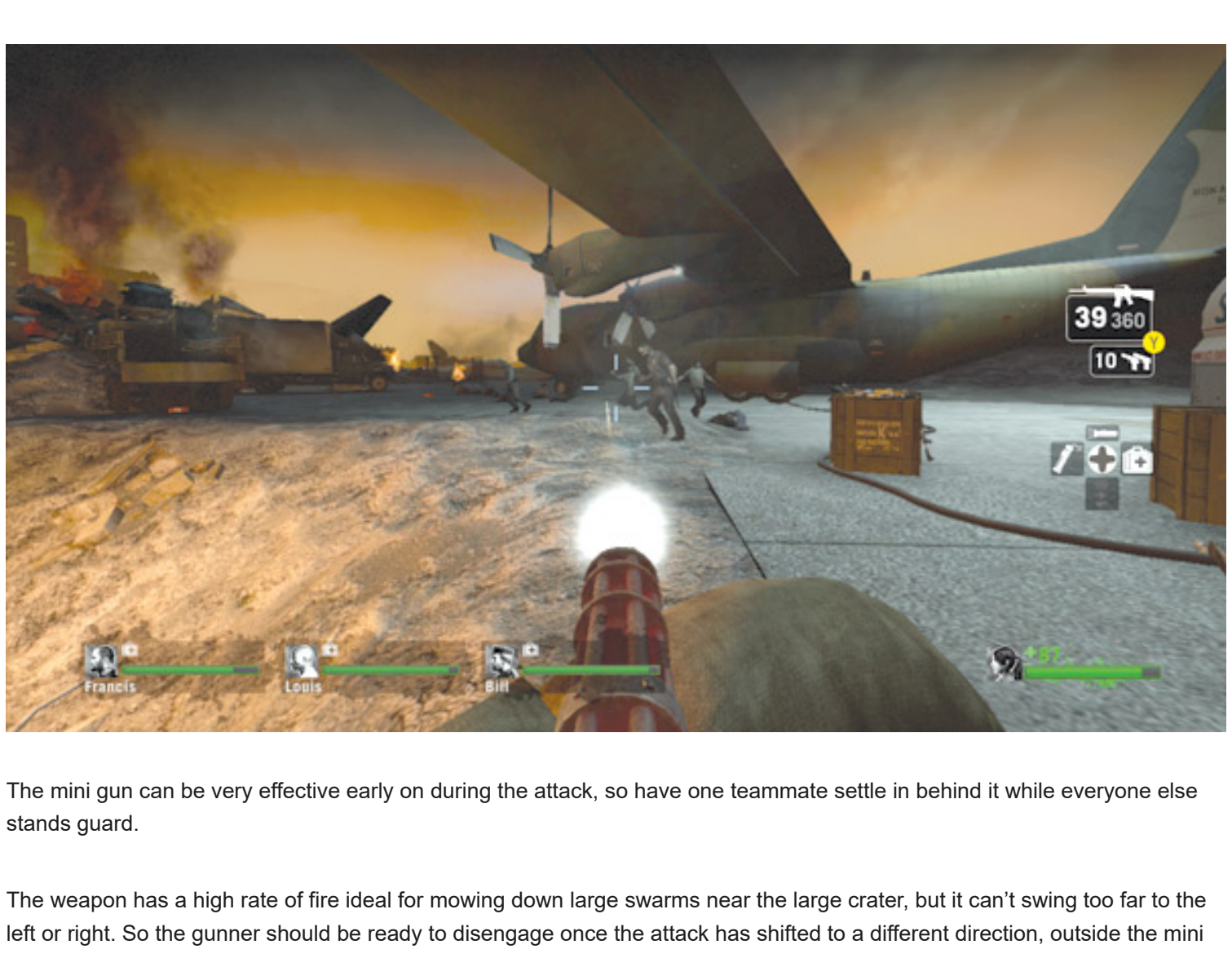
Usually a few red fuel cans lie scattered by the tanker truck. When ignited, these cans produce a large wall of fire that can help your team defend the tanker truck during the attack. Drop one near the front of the truck to create a fiery barrier near the mini gun.

Toss another one on the far side of the crater or along the back side of the truck. Make sure everyone on your team knows where these fuel cans are placed so they can target them during the attack for optimal impact.

When your team is ready to fend off the attack, move to the side of the truck and interact with the pump. This starts the pump and begins the flow of fuel into the cargo plane. But it also alerts the infected, prompting a series of eerie cries and growls echoing in the distance.

Move into position and get ready for the assault.

Finale



The mini gun can be very effective early on during the attack, so have one teammate settle in behind it while everyone else stands guard.

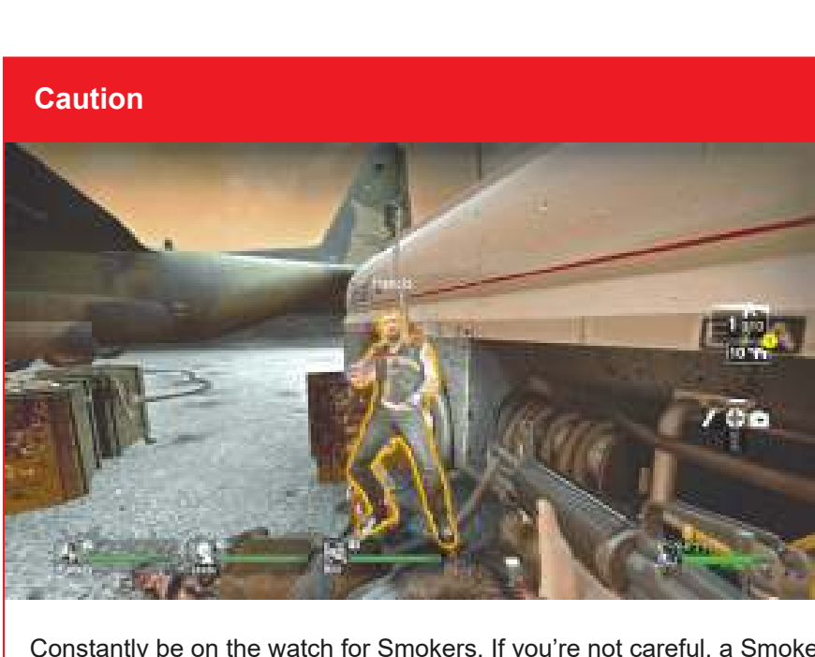
The weapon has a high rate of fire ideal for mowing down large swarms near the large crater, but it can't swing too far to the left or right. So the gunner should be ready to disengage once the attack has shifted to a different direction, outside the mini gun's limited firing arc.

Don't expect to sit behind the gun for the duration of the finale, because you won't last long.

When guarding the mini gunner, stay nearby covering the front and rear sides of the truck. The front of the truck is a particularly critical area that must be watched at all times.

Otherwise infected have a direct path to the gunner's back. The infected won't just run around the truck—they'll climb over the top of it and attack your team from above. So don't forget to look up.

Caution

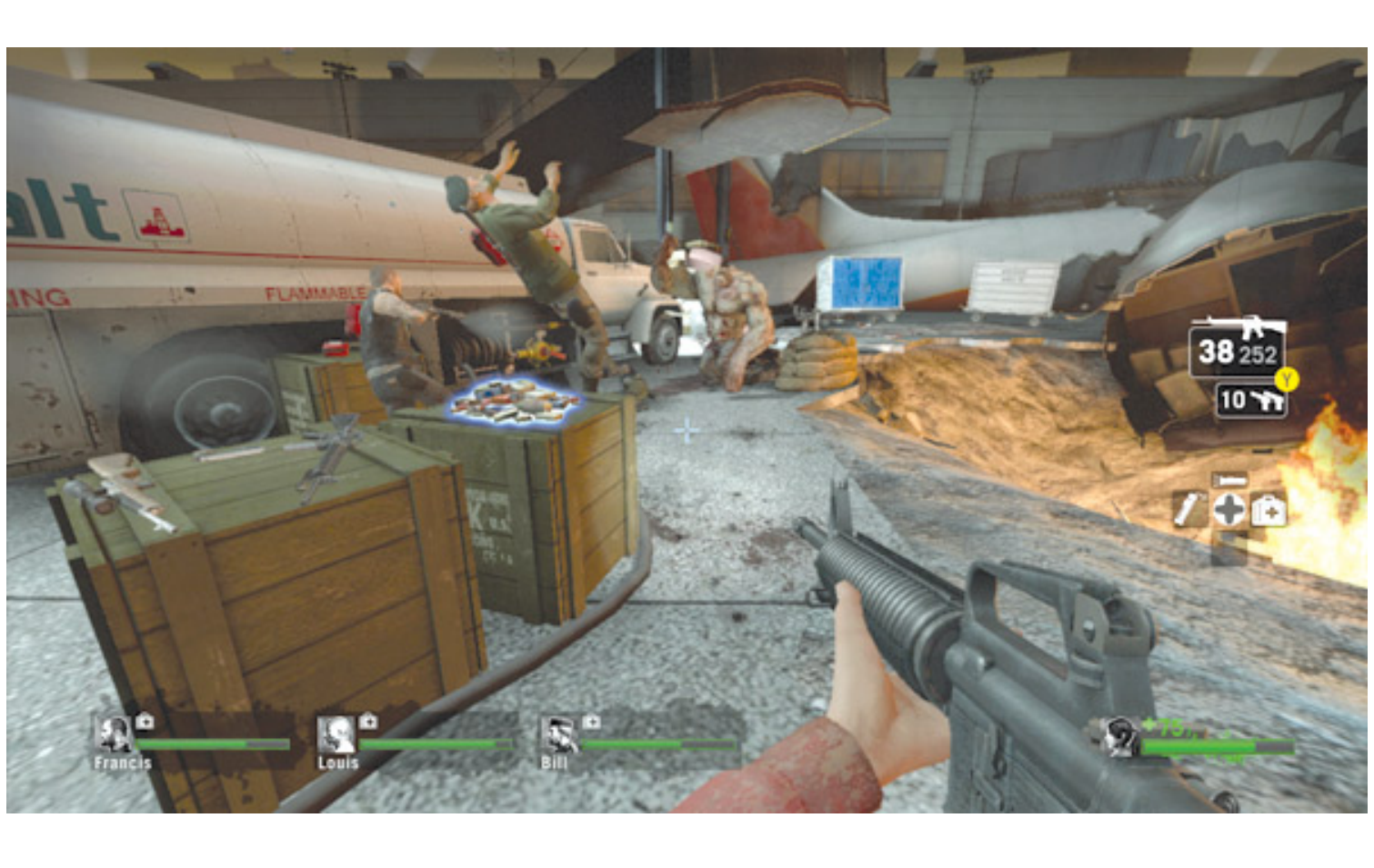


Constantly be on the watch for Smokers. If you're not careful, a Smoker can drag a teammate off to a remote location and pummel its victim to death with the aid of common infected or a Hunter.

During the confusion of the fight, your team may not notice someone is missing until it's too late. This is why communication is so important during this finale.

So if you're attacked by a Smoker (or Hunter), it's your responsibility to shout to your teammates for help. This may be the only way to get their attention.

And don't wait long to ask for help. The longer you go without assistance, the more health you'll lose. And if anyone dies, the team's chance of surviving drops significantly.



During the attack, expect at least one attack by a Tank. Unfortunately, Tanks usually approach from behind the truck, so the mini gun isn't of any use.

In fact, if you hear the Tank's thundering footsteps while manning the mini gun, immediately disengage because he's probably sneaking up behind you.

Once you've spotted the Tank, he's relatively easy to get away from, but it means running away from the relative safety of the tanker truck.

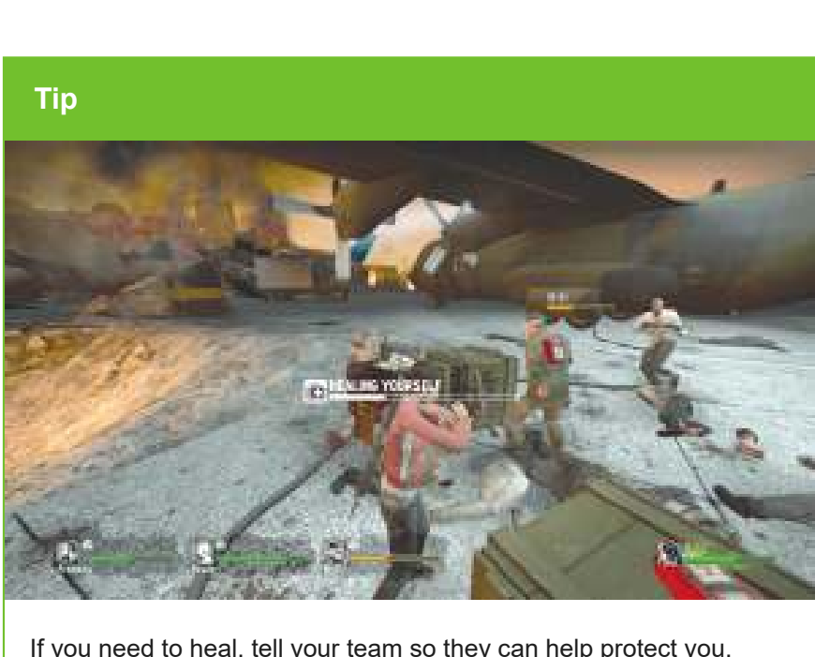
If you're not careful, your team can disperse in all directions, making stragglers easy targets for lurking Hunters and Smokers. So when you flee, flee together, escaping in the same relative direction while peppering the Tank with automatic and shotgun fire.

After the attack, return to the tanker truck and resume your defense, healing and stocking up on ammo as necessary.

Don't forget to blast the fuel cans you scattered earlier. But make sure they're ignited at the right time, preferably as a large group of infected passes nearby.

Torching an entire swarm with a large wall of fire isn't just rewarding to watch; it gives your team a chance to catch their breath, heal, and reload. The molotovs and pipe bombs can come in handy, too, particularly during swarm attacks.

Tip



If you need to heal, tell your team so they can help protect you.

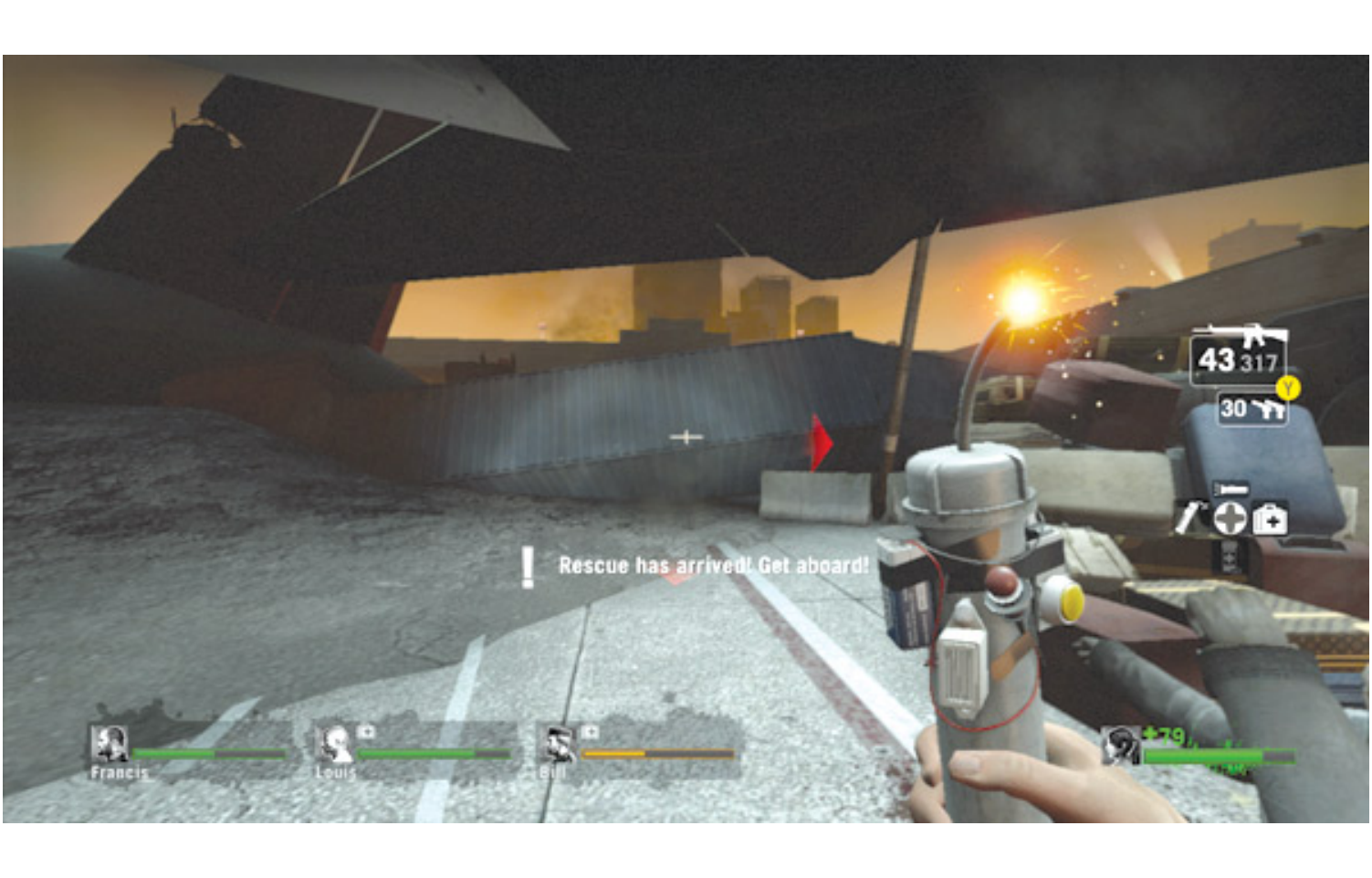
While healing you're totally vulnerable to all attcks, so you need at least one teammate to watch during the few seconds it takes to apply bandages, for this reason, no more than one team member should heal at a time.

You'll need at least three guns firing at all times to hold back the horde.

Aircraft Rescue

When the aircraft has completely refueled, one of the survivors will say it's time to board. Shortly after, the pilot starts the engines and lowers the cargo ramp at the back of the plane so your team can enter.

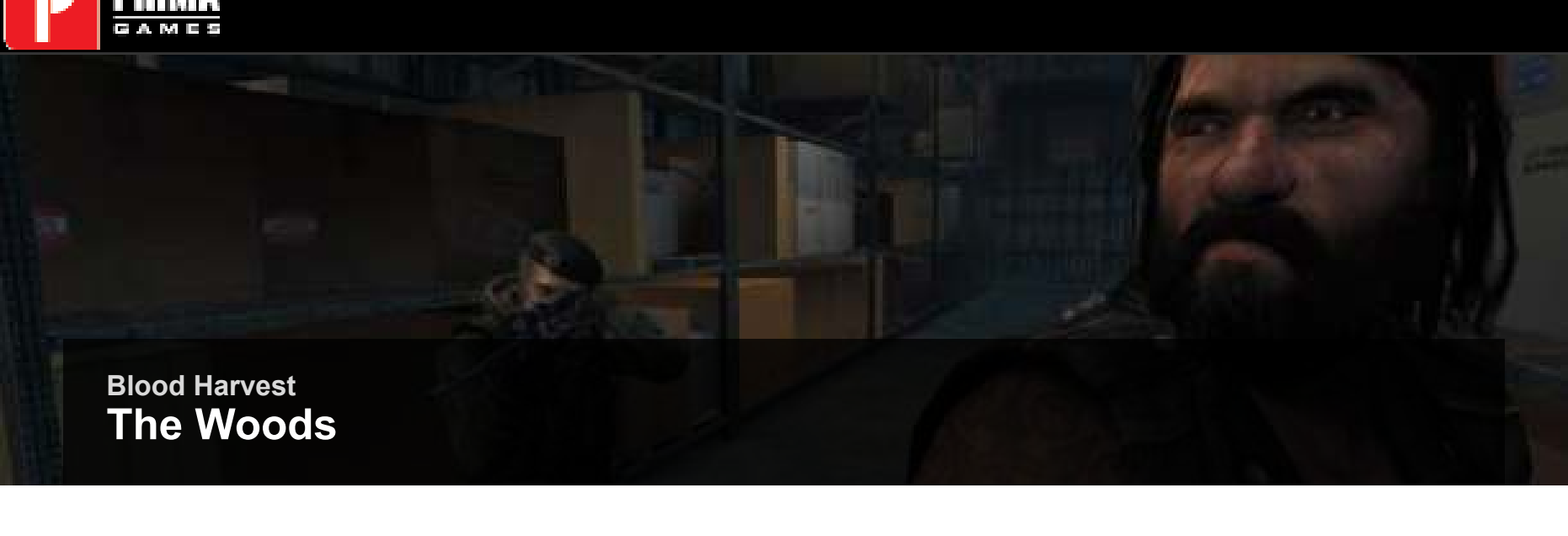
This is your cue to rush aboard. Keep an eye on your team and make sure someone isn't grabbed by a Smoker or pinned by a Hunter while racing toward the plane. If this occurs, stage a quick rescue attempt.



The sound of the plane's engines triggers another massive swarm attack, so get on board the plane as quickly as possible. To buy a little extra time, toss a pipe bomb (or several) away from the plane in an attempt to divert the crowd away from the cargo ramp.

Otherwise the common infected may gather around the ramp, creating a barricade of undead flesh, preventing your team from getting inside the plane.

Once everyone is on board, a cutscene shows the C-130 taxiing to a runway and taking off. You finally made it—and hopefully your teammates did too.



Blood Harvest

The Woods

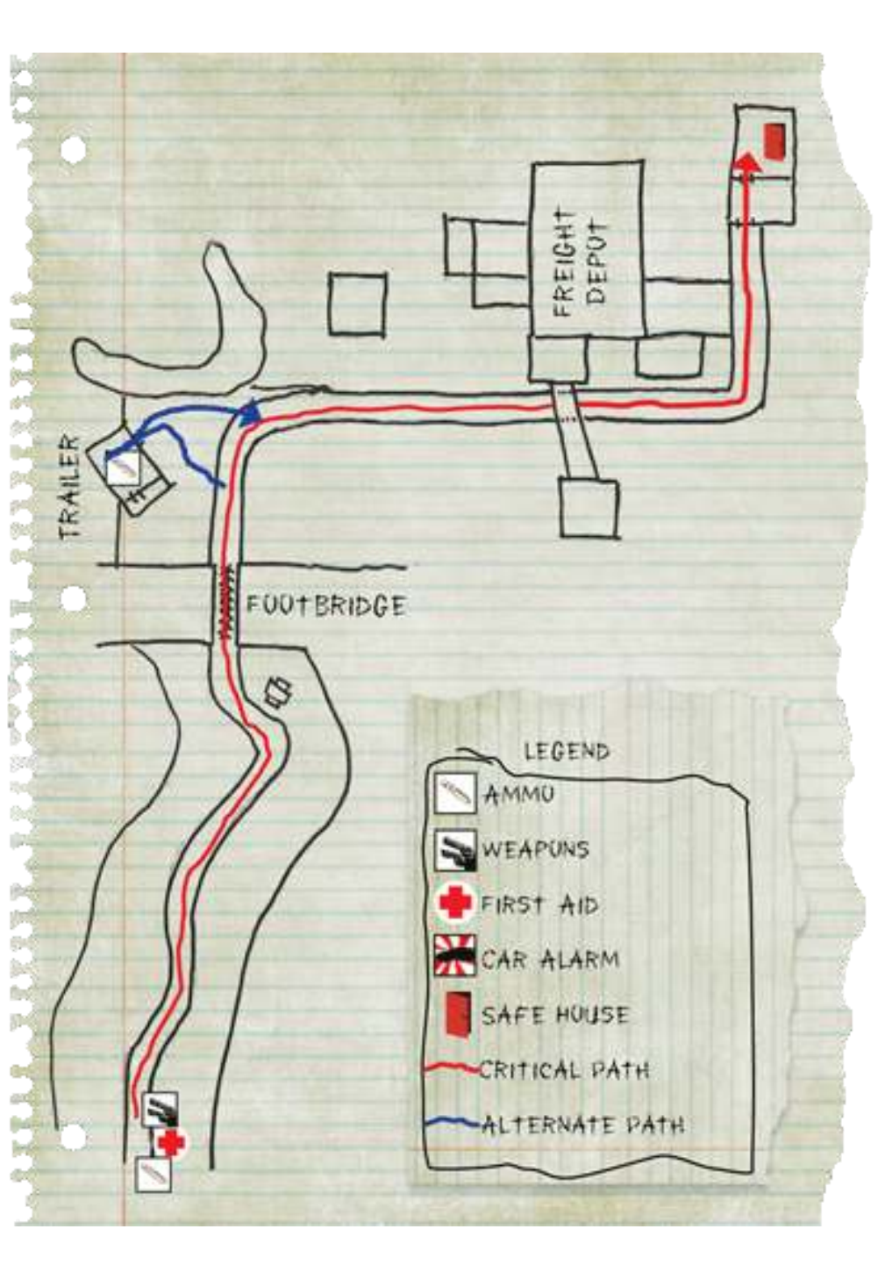
In *Blood Harvest* , a full-scale epidemic has broken out in a rural area, causing the dead to rise and attack the living. Once sparsely populated, the forests and industrial facilities along the railroad tracks now teem with a new form of life.

It's believed most of the infected have trickled in from the surrounding urban areas in search of fresh prey.

In the middle of this outbreak are four well-armed survivors in search of rescue. Early on during the outbreak, the government established several evacuation centers, but most were overrun or abandoned, particularly in the urban areas where staff were initially unprepared for the violent nature of the infection.

However, some evacuation centers are rumored to still be operational, reinforced by military personnel. One such rumored military safe zone is a farm not far from the railroad tracks.

If the survivors can make it there, they might find a way out and rejoin what's left of civilization.

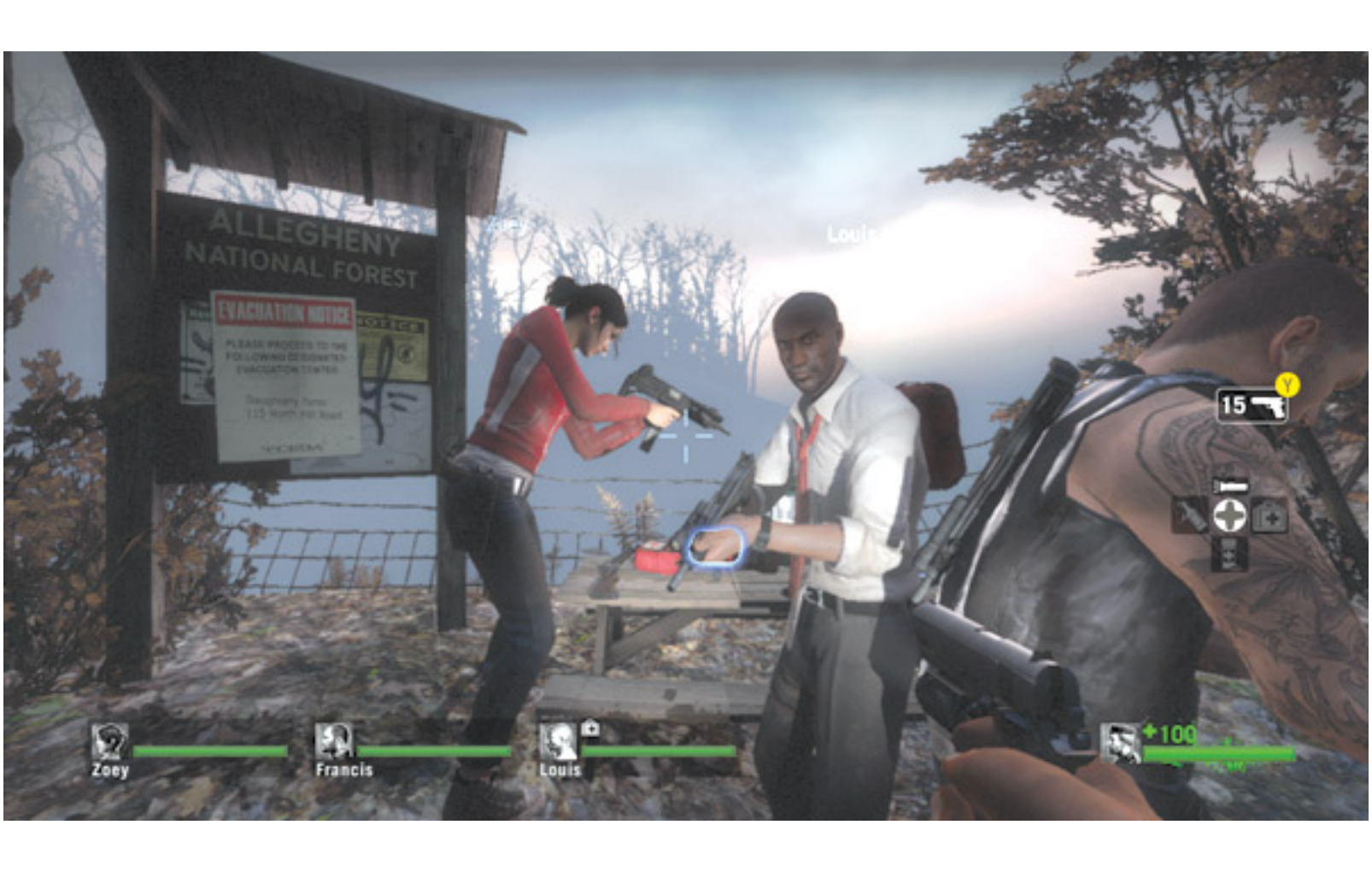


Allegheny National Forest

The thick forest ahead sets an ominous tone for the survivors at the start of *Blood Harvest* . But despite the hazardous trek that lies before them, there is a dim ray of hope. Francis has heard there is a military safe zone to the north.

His story is backed up by the evacuation center notice posted on the nearby signpost—it looks like Daughtery Farm is the place to go. Maintaining a northern heading in the forest won't be easy, especially while being pursued by the infected.

Fortunately, the nearby train tracks run north. If the survivors can reach the tracks, all they need to do is follow them to reach the farm.



Before rushing through the forest, turn right and stock up at this picnic table covered with weapons, ammo, and first aid kits. When choosing weapons, equip your team with an even mix of SMGs and pump shotguns.

The SMGs provide decent range and an unparalleled rate of fire, while the pump shotguns offer tremendous damage output during close-quarter encounters.

Make your selection quickly—the longer you spend here, the more time you give the infected team to set up ambushes during versus matches. So grab your gear and head out as quickly as possible.

The narrow trail winding through the forest is extremely dangerous. Infected usually hide in the trees along the sides of the trail, making them nearly impossible to see until they attack.

So speed through this area as quickly as possible, but be sure to stick together. It's easy to get separated, especially when the teammate in the lead doesn't look back frequently to check on teammates.

So while speed is important, maintaining a line of sight on your teammates is even more crucial.

Using the concealment of the surrounding forest, Hunters can creep up extremely close to your team and seemingly leap out of nowhere to pin your teammates. Coordinated attacks by two Hunters are particularly dangerous, instantly pinning two teammates.

There's little you can do to prevent such attacks before they occur, so always stay near your teammates and respond as soon as a Hunter pounces. To prevent inflicting friendly fire damage, always strike with melee attacks to get a Hunter off your teammate.

Once the Hunter is knocked off your teammate, shoot him repeatedly before he can pounce again.

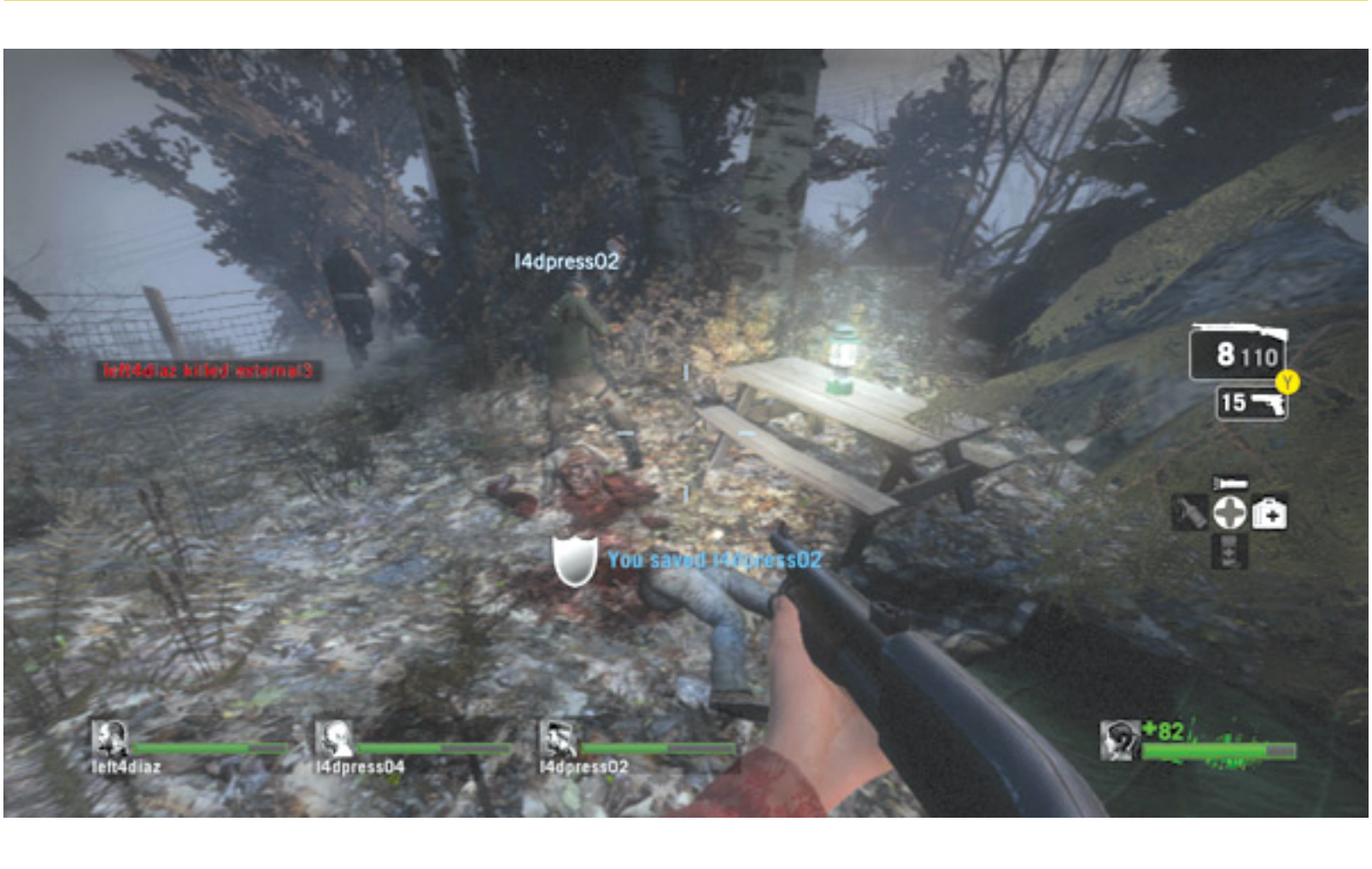
Infected

When you're playing as the infected, the forest trail is the single best ambush point on this level, giving your team the perfect chance to inflict some heavy damage on the survivors.

It's very important to work together; otherwise, the survivors will have no trouble blitzing through this area. So have your teammates hide along both sides of the trail, using the trees for concealment.

As the survivors draw near, spring the ambush with everyone attacking simultaneously. If you carefully pick out your targets the Hunters can pin two survivors while the Smoker snares another.

If the Boomer can vomit on the last standing survivor, you stand a good chance of wiping out all or most of them at once. At the very least, you'll inflict some massive damage and create a very chaotic situation.



As your team keeps pushing through the woods, look for this picnic table on the right side of the trail. Sometimes there are some molotovs or pipe bombs placed here. Don't stop here long—the infected still pose a big threat.

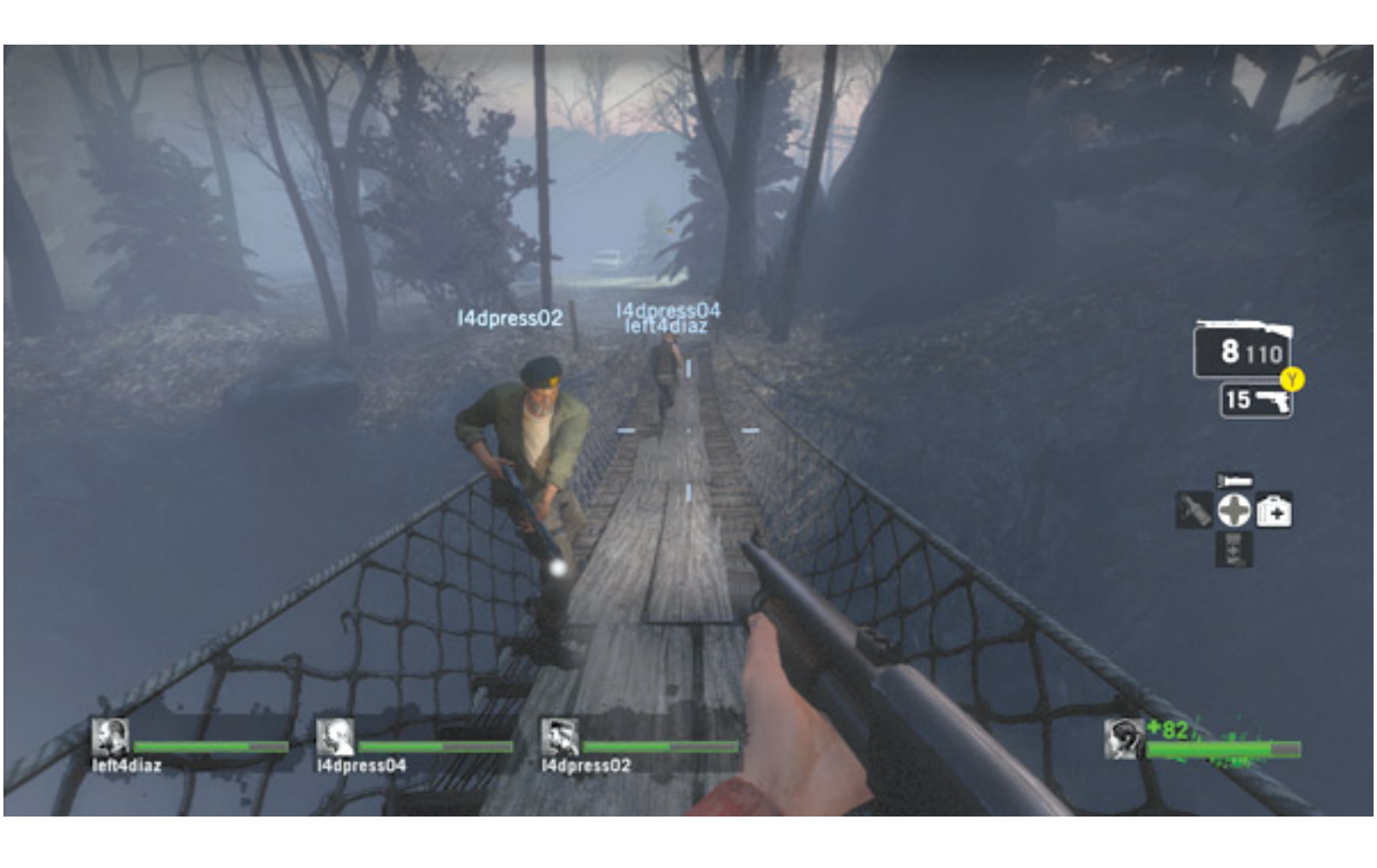
However, this is a landmark worth noting; it indicates your team is near the footbridge. It's best to race past this area and make it to the bridge before the infected can make a stand at that critical choke point.

Infected

When playing as the Smoker, team up with a Hunter. The Smoker can easily snare stragglers with its tongue, dragging them off into the woods away from their teammates.

Once the Smoker has dragged its prey away from the other survivors, the Hunter should pounce on the victim. This gives the Hunter an easy and defenseless target while freeing up the Smoker to attack again.

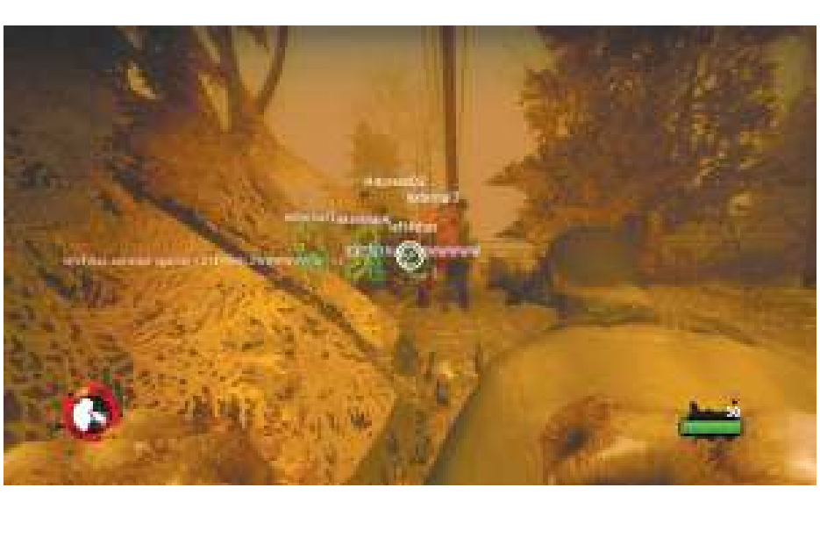
Footbridge



If your team hasn't encountered too many infected bosses, expect them to be waiting at this narrow footbridge. Fortunately, there is little cover or concealment on either side of this bridge, making it easy to spot any threats attempting to hide among the sparse trees.

Make sure your team is together and race across the bridge as quickly as possible. Although the terrain doesn't suit the infected particularly well, attacks aren't impossible, particularly by Smokers.

Infected

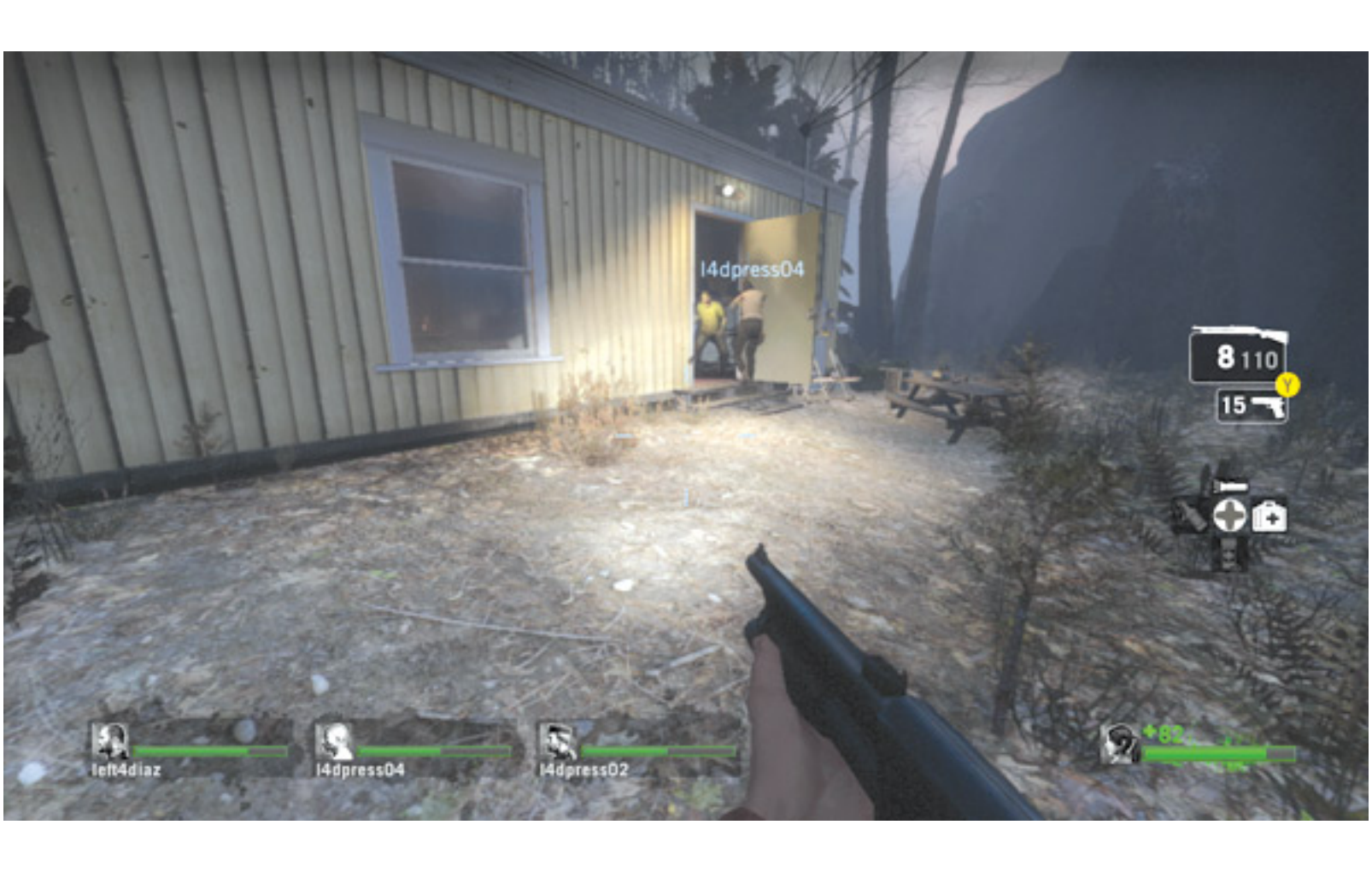


If staging an attack at the footbridge, wait until the survivors cross. There's virtually no cover on the bridge itself, so spawn in the woods near the trailer and wait for the survivors to approach.

If possible, initiate the attack as soon as the survivors step off the bridge.

If playing as the Boomer, this bottleneck is the perfect spot to splash multiple survivors with vomit. But wait until your teammates have attacked before rushing in. Otherwise you'll be picked off before you're within range.

Trailer



Beyond the footbridge is this small trailer containing ammo. Rush inside and stock up. Sometimes the director places molotovs and pipe bombs in the trailer, too, so search around for supplies once inside.

This is a good place to stop and heal, but make sure teammates cover the front door and window. If healing yourself, let your teammates know so they can protect you.

It's also a good idea to inform them so they don't take off while you're still bandaging yourself.

Tip

If your team doesn't need ammo or time to heal, don;t stop at the trailer, this pit stop only delays your team, giving the infected more time to attack. From this point, the safe house isn't very far away, so consider pressing ahead and skipping the trailer.

During versus matches such moves may catch the opposing team off guard, forcing them to reorganize and scramble to set up attacks near the safe house.

As you exit the trailer, be ready for more attacks. While your team was in the trailer, the infected have likely regrouped and prepared an ambush—some may be waiting on top of the trailer. This is also a common area for a Tank to spawn.

When fighting a Tank in this area, try not to get cornered, otherwise he'll pound you relentlessly until you're incapacitated. So don't run back inside the trailer.

You're much safer outside where you can maneuver. If possible, hit the Tank with a molotov to slowly whittle away at his health meter.

Infected

Don't attack the survivors while they're inside the trailer. With only one door and a window, this location is relatively easy for them to lock down.

So hide in the surrounding woods or climb on the roof of the trailer and wait until they exit to initiate a combined attack. A Tank should lead the attack if there's one on your team.

The survivors will be so focused on killing the Tank, they probably won't even notice a Hunter, Smoker, or Boomer approaching.

Depot Trail

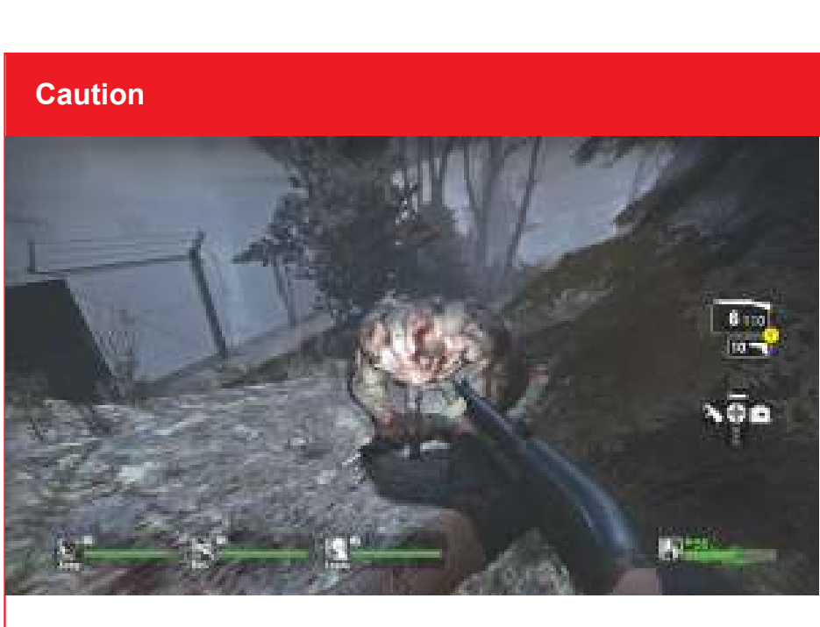
Exit the trailer and rush past the white sedan outside to access the next segment of the trail leading down to the Richardson Atlantic freight depot—the depot has rail line access heading north toward the farm.

Like the previous trail, this one is narrow and lined by trees, but the trees on the left side of the trail give way to a chain-link fence.

Rush down this trail as quickly as possible and get to the safe house, but keep an eye on your teammates and make sure nobody gets left behind.

Attacks by Smokers and Hunters can seriously delay your advance, so be ready to rescue teammates that are pinned or constricted.

Caution

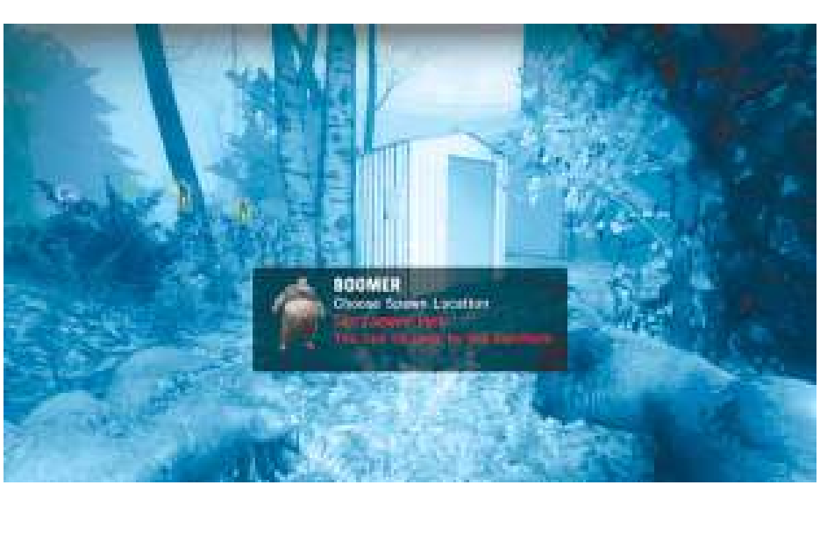


The chain-link fence on the trail's left side has several holes in it, so watch your step. On the other side of the fence is a long drop to some train tracks. If you fall through one of these gaps in the fence, you're dead.

Be extra careful if you encounter a Tank in this area. One swipe could send you flying through one of the gaps in the fence, killing you instantly.

Of course, this would be a good tactic for players playing as the Tank during versus matches.

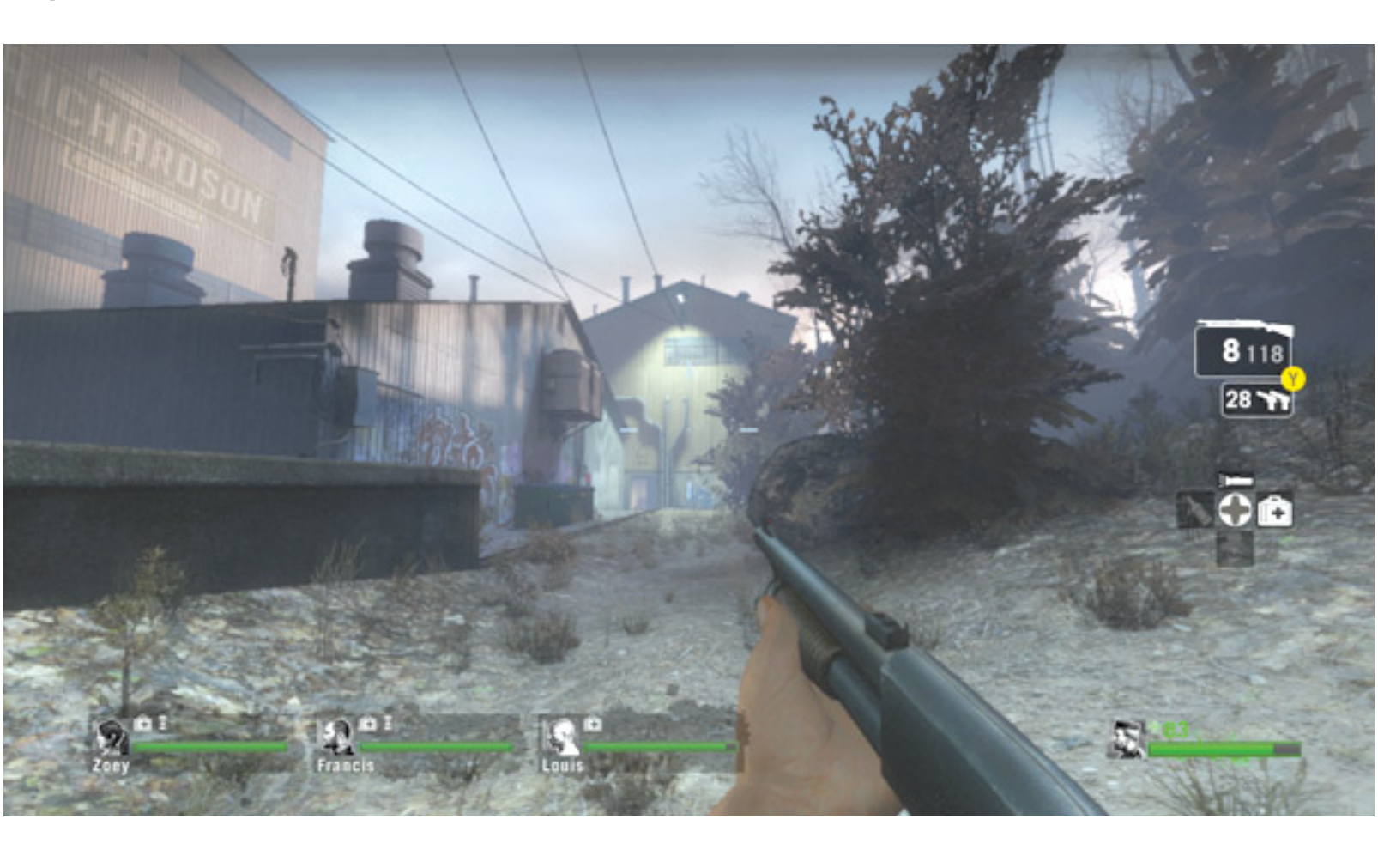
Infected



If the survivors have commenced moving down the trail behind the freight depot, it can be tough to find a spot to spawn due to line of sight issues. But if you hide behind this small shed near the fence, you can spawn and blindside the survivors as they run past.

This is a good hiding spot for Boomers. Just make sure your bloated body doesn't stick out from behind the shed and give away your position.

Depot Safe House

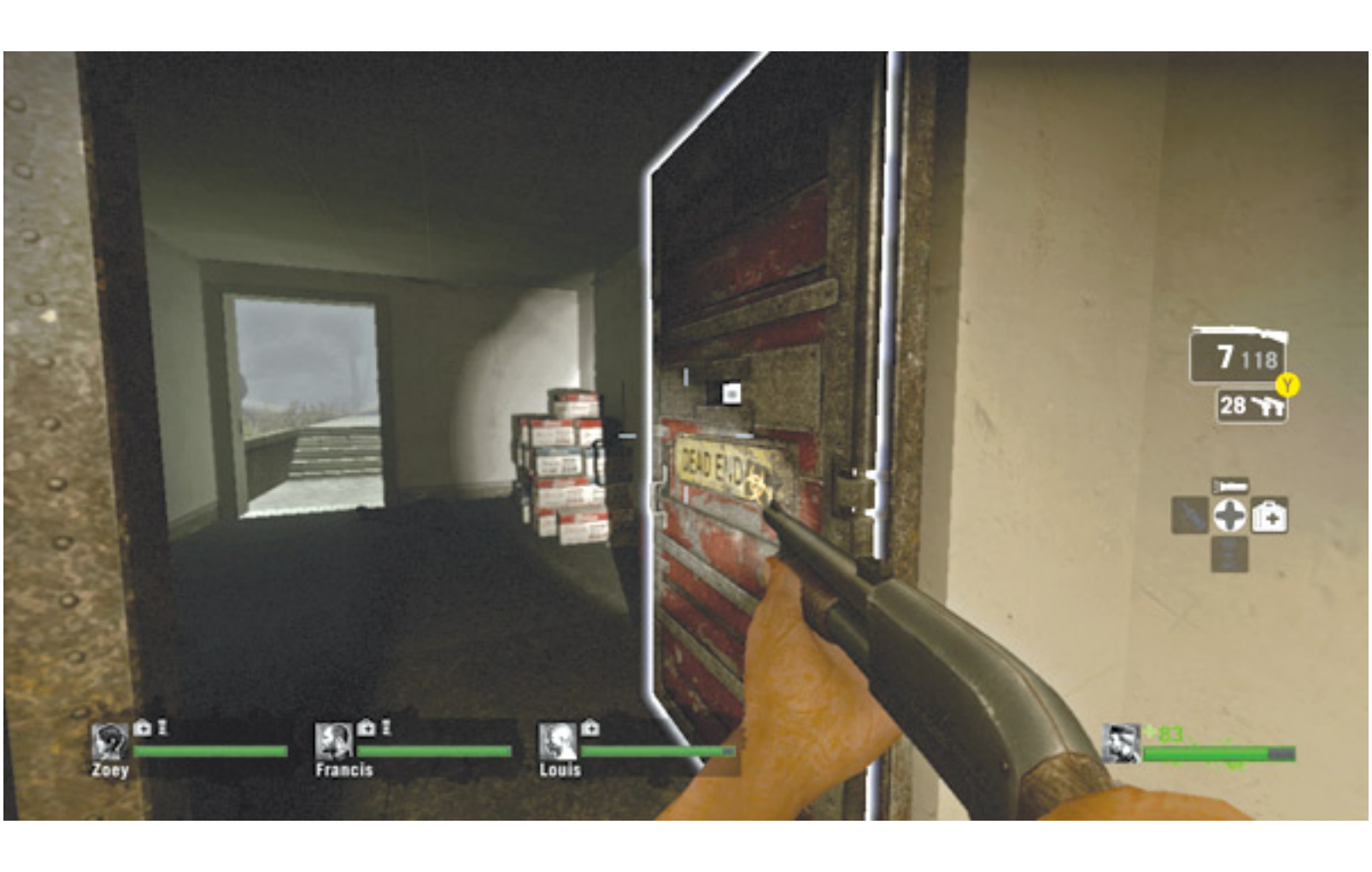


Follow the trail as it turns left, leading toward the yellow building straight ahead—the safe house is just inside. This is a very critical part of the trek, as the infected are likely to throw everything at your team in an attempt to stop it from reaching safety.

If facing a large swarms of common infected, toss pipe bombs to keep them from chasing after your team.

Attacks by infected bosses can be put down rather easily too, assuming your team sticks together. In versus matches, infected attacks here are often frantic and not very well organized.

These last-ditch attempts by the opposing team are best confronted by denying the opposing team easy opportunities to pick off stragglers. As long as you stay together, they won't have much of a chance to stop you from reaching the safe house.

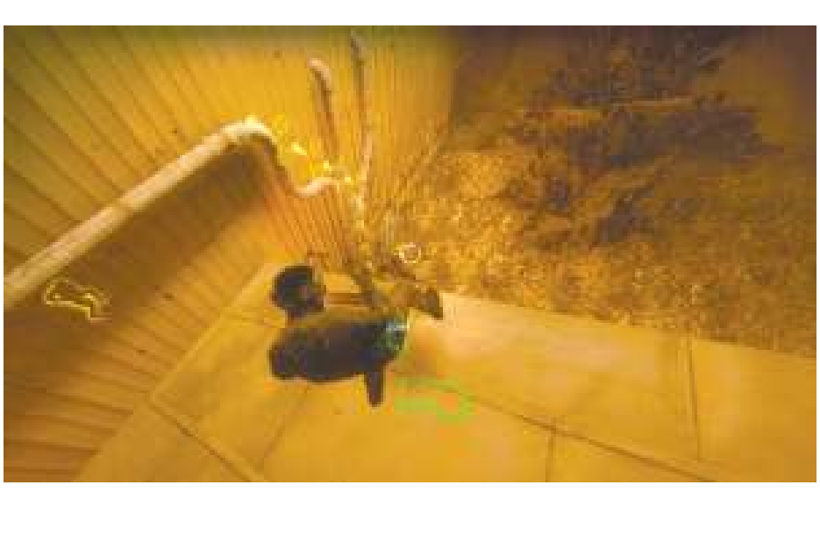


The open doorway in the yellow structure is not the entrance to the safe house. Once inside, keep moving to the adjoining room with the familiar red door. Consider backpedaling to the safe house while covering the open doorway to prevent any infected from pursuing.

It may also be necessary to hold at the safe house door and provide covering fire until your teammates can get inside.

Fortunately, you can cover the open doorway from within the safe house. Just watch your fire and be ready to slam the safe house door once everyone is inside.

Infected



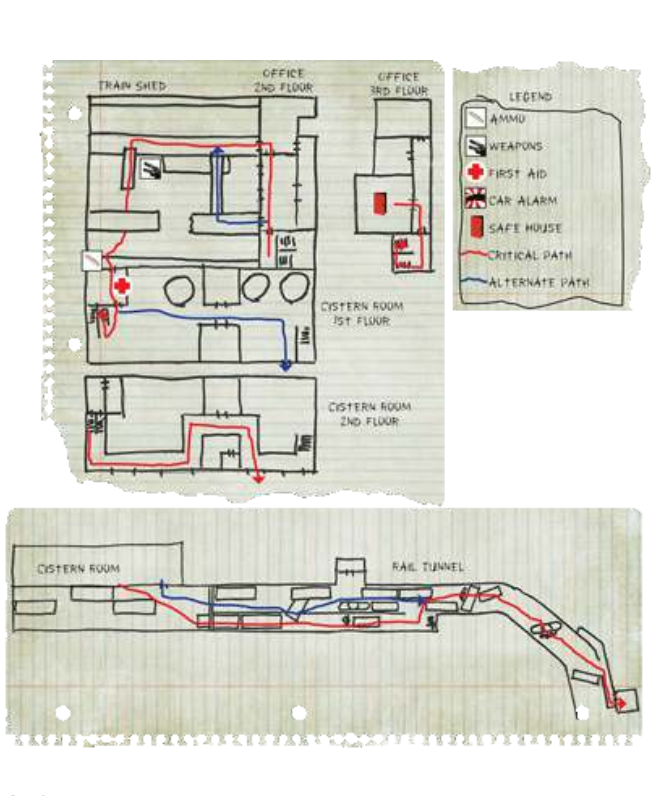
The drain pipe on the yellow building near the safe house is a climb point for the infected. This is a good spot to spawn and attack the survivors as they rush into the safe house.

If playing as a Smoker, try to snare the last survivor trying to rush through the doorway.

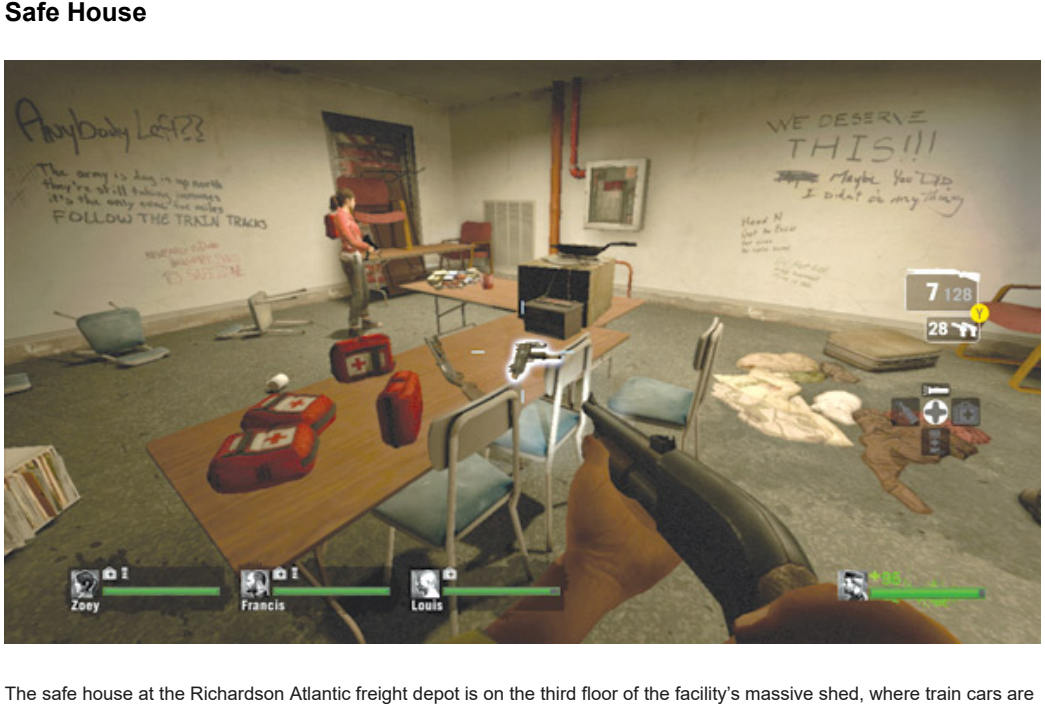
This prompts the other survivors to leave the safe house in an attempt to rescue their constricted teammate, providing the Hunters and Boomer on your team one last chance to attack.

Blood Harvest

The Tunnel



Safe House

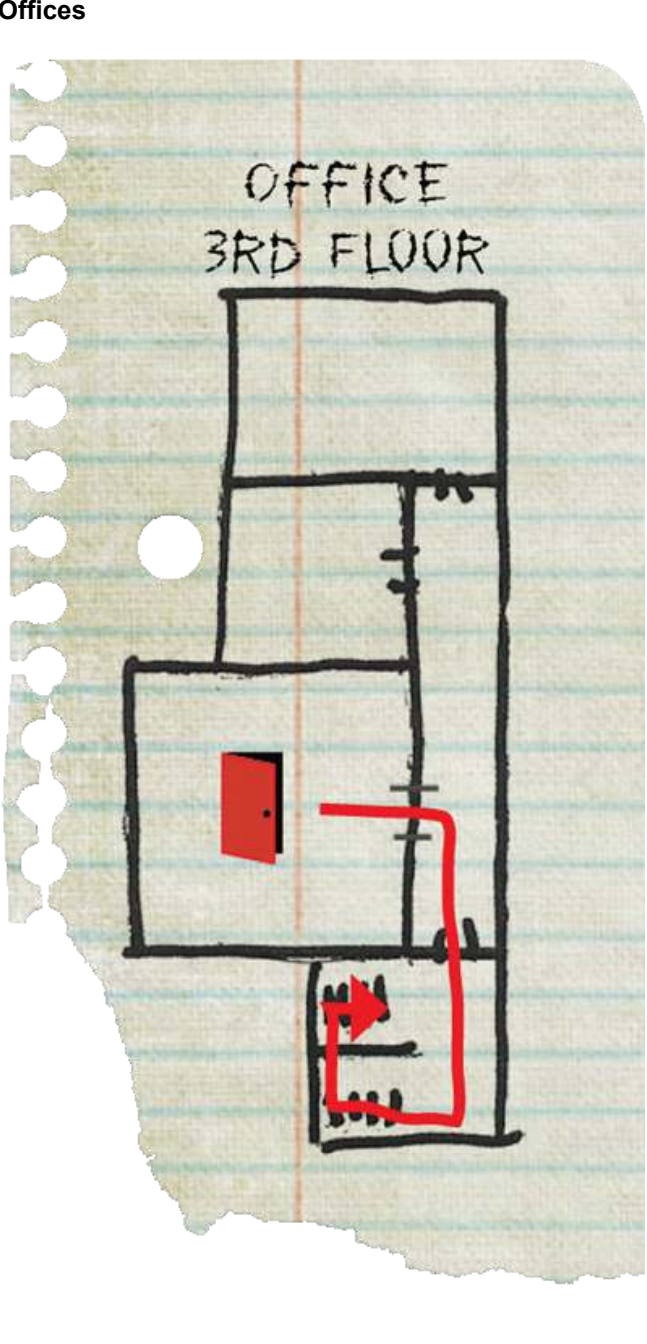


The safe house at the Richardson Atlantic freight depot is on the third floor of the facility's massive shed, where train cars are repaired.

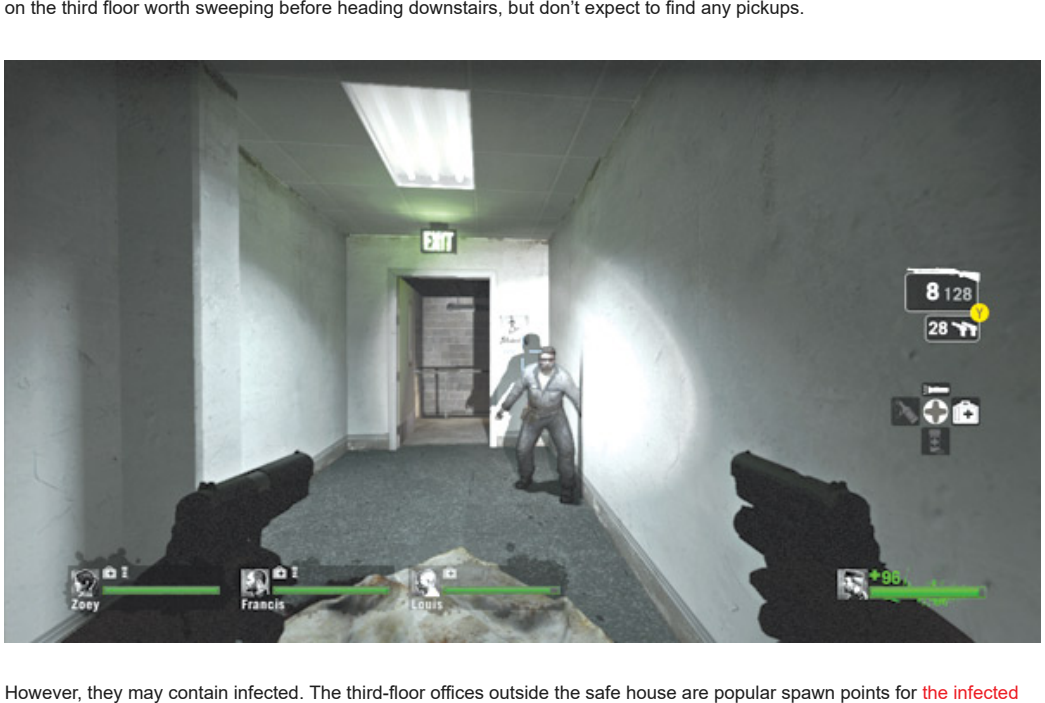
Your team must advance through this shed, reach the ground floor, and proceed outside to a tunnel, heading north along the tracks.

Before moving out, be sure everyone stocks up on first aid kits and ammo. There are no weapon upgrades in this safe house, so stick with the same load-out of two SMGs and two pump shotguns.

Offices



Upon exiting the safe house, turn right to spot the stairwell leading down to the second-floor offices. There are other offices on the third floor worth sweeping before heading downstairs, but don't expect to find any pickups.



However, they may contain infected. The third-floor offices outside the safe house are popular spawn points for the infected team during versus matches, so check them out.

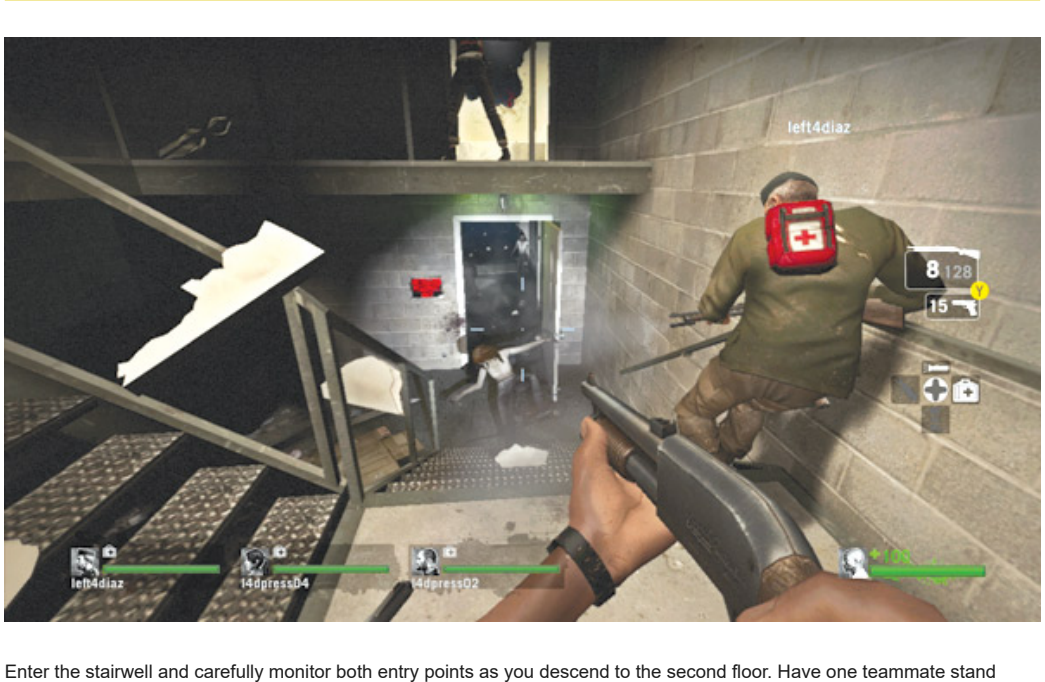
Even if they're empty, your opponents may wait to spawn in these rooms until after your team has entered the stairwell.

So always have a teammate watch your backs as you proceed into the stairwell, and make sure the last person in closes the door.

Infected

As the match begins, remain in ghost mode and hide in one of the side offices near the safe house. Once the survivors have swept the third floor and turn toward the stairwell, spawn and attack them from behind in the hallway if possible.

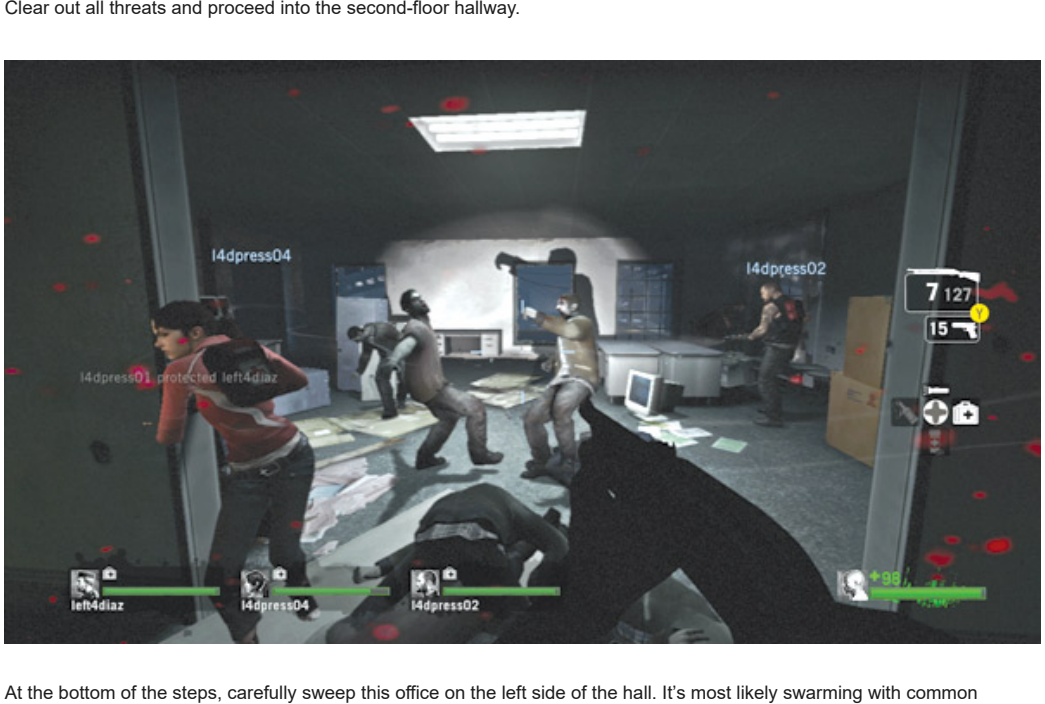
Or work with your teammates to ambush them in the stairwell with two of you attacking from the third floor and the other two attacking from the second floor.



Enter the stairwell and carefully monitor both entry points as you descend to the second floor. Have one teammate stand watch at the third-floor doorway and blast any infected that try to bust through the door.

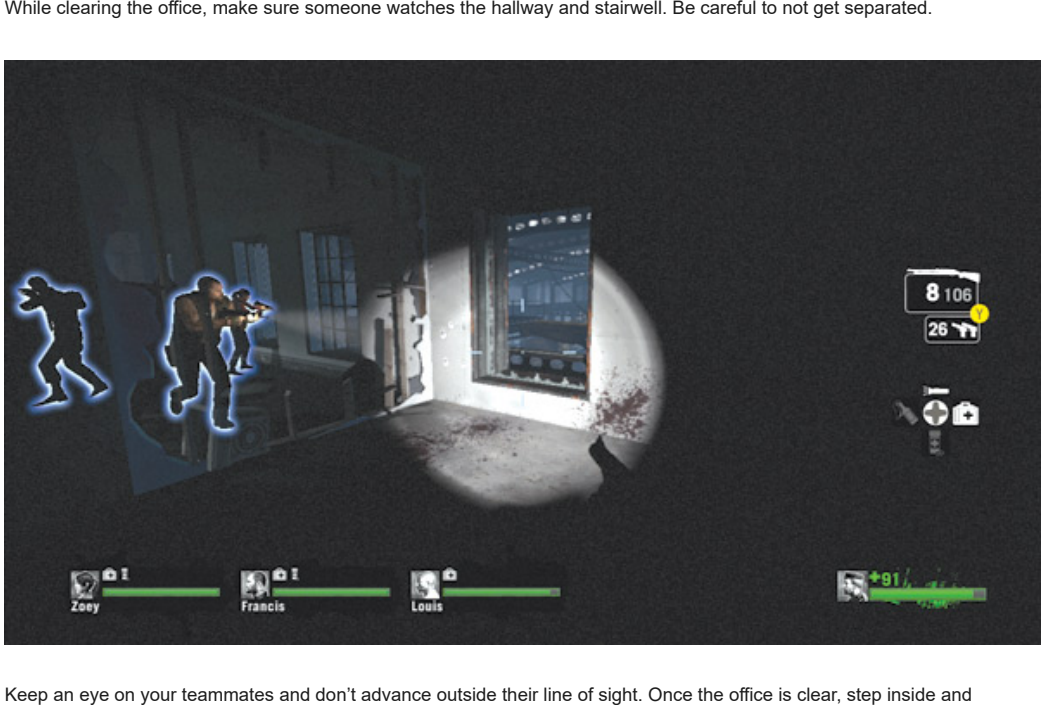
Meanwhile, clear the bottom landing and shoot any infected that try to rush your team through the second-floor doorway. As long as incoming traffic is managed at these two entry points, your team can avoid getting ambushed here. But don't hang out here too long.

Clear out all threats and proceed into the second-floor hallway.



At the bottom of the steps, carefully sweep this office on the left side of the hall. It's most likely swarming with common infected and may also contain some bosses hoping to pounce on your team.

While clearing the office, make sure someone watches the hallway and stairwell. Be careful to not get separated.



Keep an eye on your teammates and don't advance outside their line of sight. Once the office is clear, step inside and proceed to the adjoining room through the hole in the wall—the same room can be entered from the main hallway.

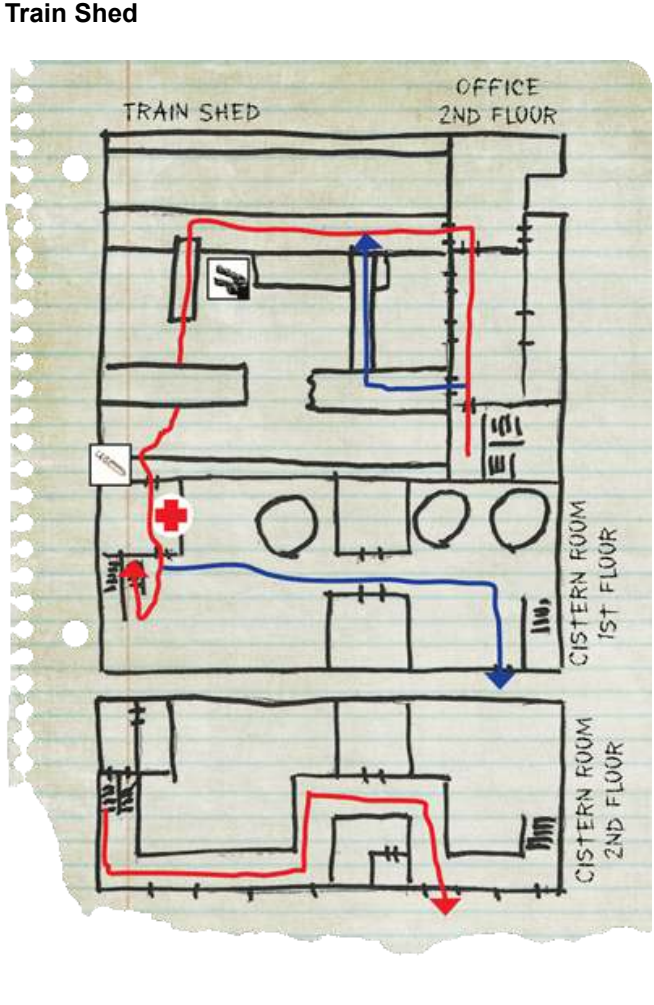
The broken window in this room leads out onto a catwalk running above the large train shed. Before exiting, make sure everyone is together; step outside and watch your step—falling off the catwalk results in fall damage.

Infected

If playing as a Smoker or Hunter, hold in the second-floor office until most of the survivors have advanced into the train shed. This is the perfect opportunity to ensnare or pin a survivor lagging behind in the office.

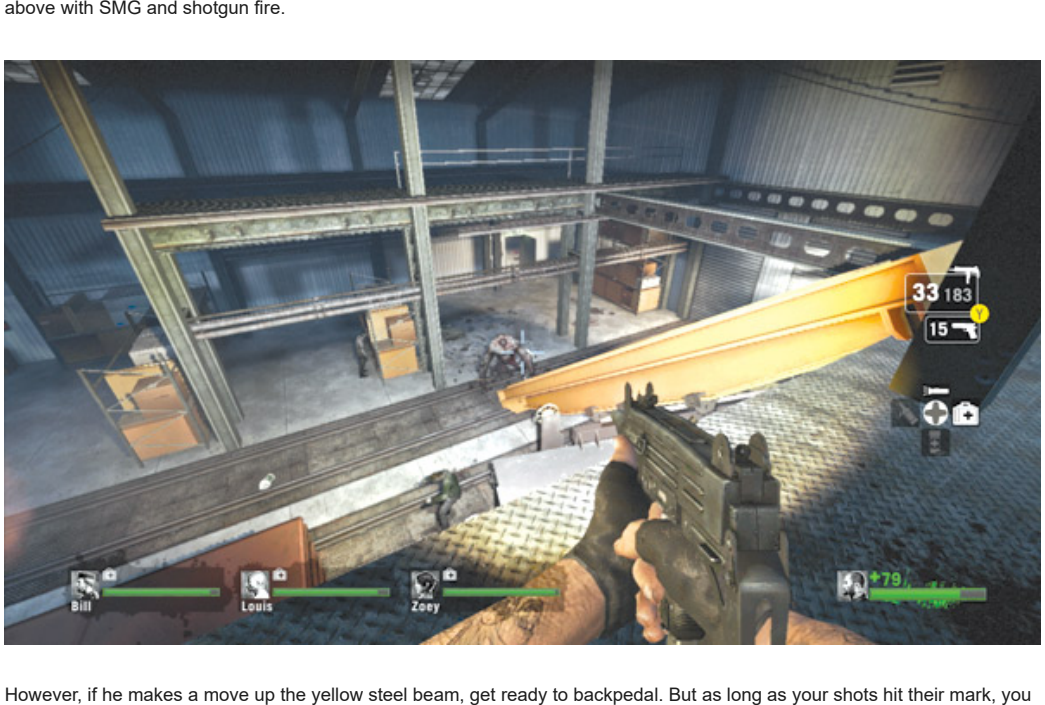
It's even more effective if your victim's teammates have dropped down onto the train shed's floor. You'll have an easy time incapacitating and eventually killing this straggler if there's no support from the team.

Train Shed

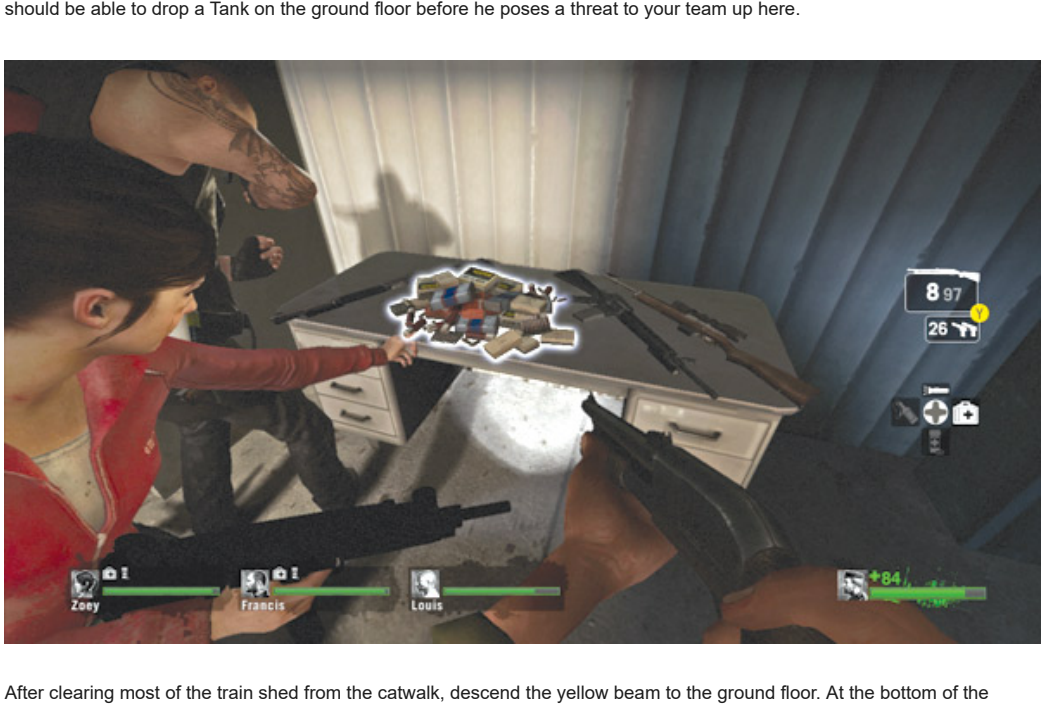


Advance across the central catwalk suspended above the train shed. From this elevated position it's easy to pick off common infected and bosses on the ground floor.

In some instances, a Tank may spawn somewhere in the shed. If this occurs, remain on the catwalk and pepper him from above with SMG and shotgun fire.



However, if he makes a move up the yellow steel beam, get ready to backpedal. But as long as your shots hit their mark, you should be able to drop a Tank on the ground floor before he poses a threat to your team up here.



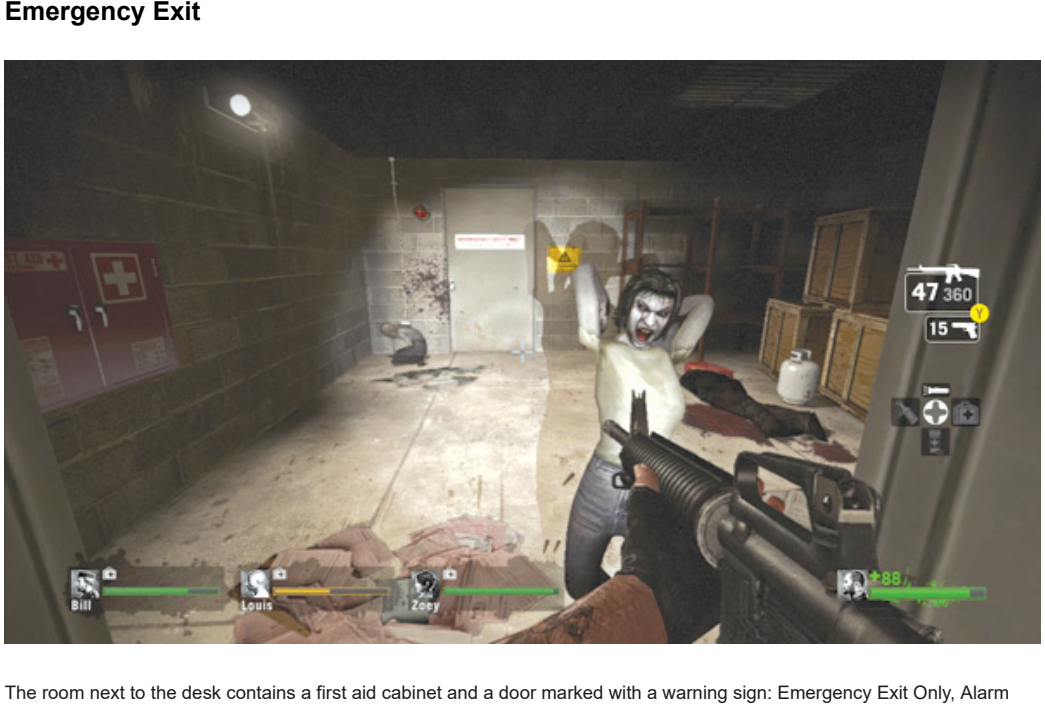
After clearing most of the train shed from the catwalk, descend the yellow beam to the ground floor. At the bottom of the beam, head to the desk in the corner of the shed, next to the exit sign, for some ammo.

There may also be some weapon upgrades sitting on this desk, so stock up and choose your weapons carefully.

Bring along at least two assault rifles and two auto shotguns for the trek through the railway tunnel outside. But for the next sequence, consider equipping your entire team with auto shotguns.

You can always come back to the desk and balance your team's load-out later.

Emergency Exit

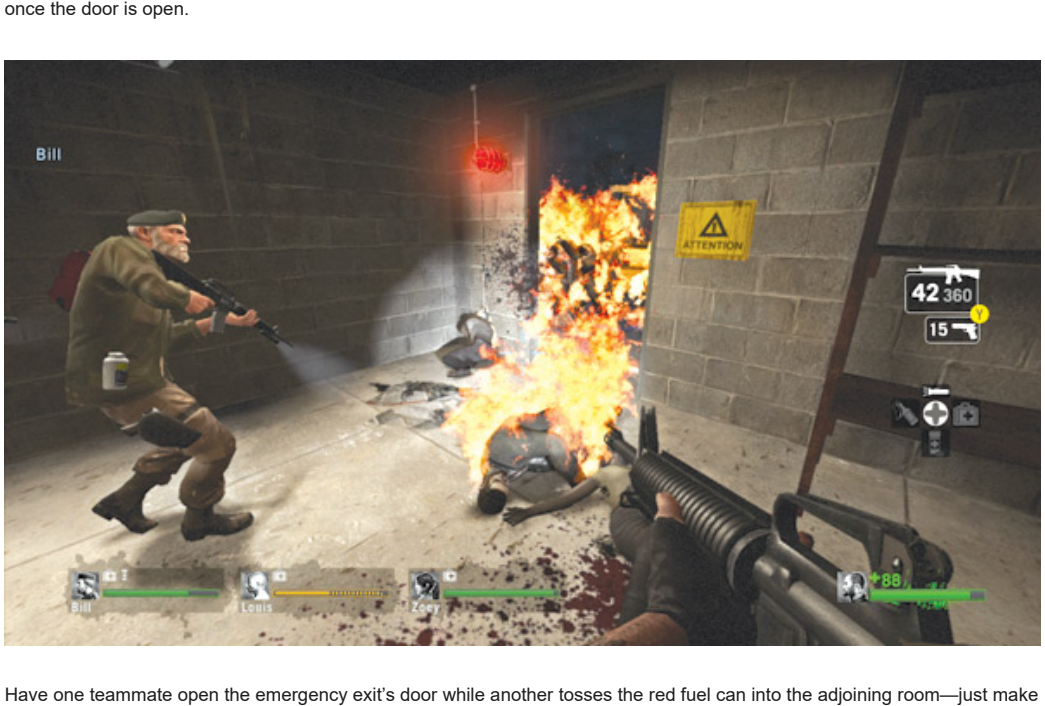


The room next to the desk contains a first aid cabinet and a door marked with a warning sign: Emergency Exit Only, Alarm Will Sound. Take this as a clue before interacting with this door.

Usher your team inside this room and shut the door behind you, blocking access from the train shed. Use this quiet opportunity to heal.

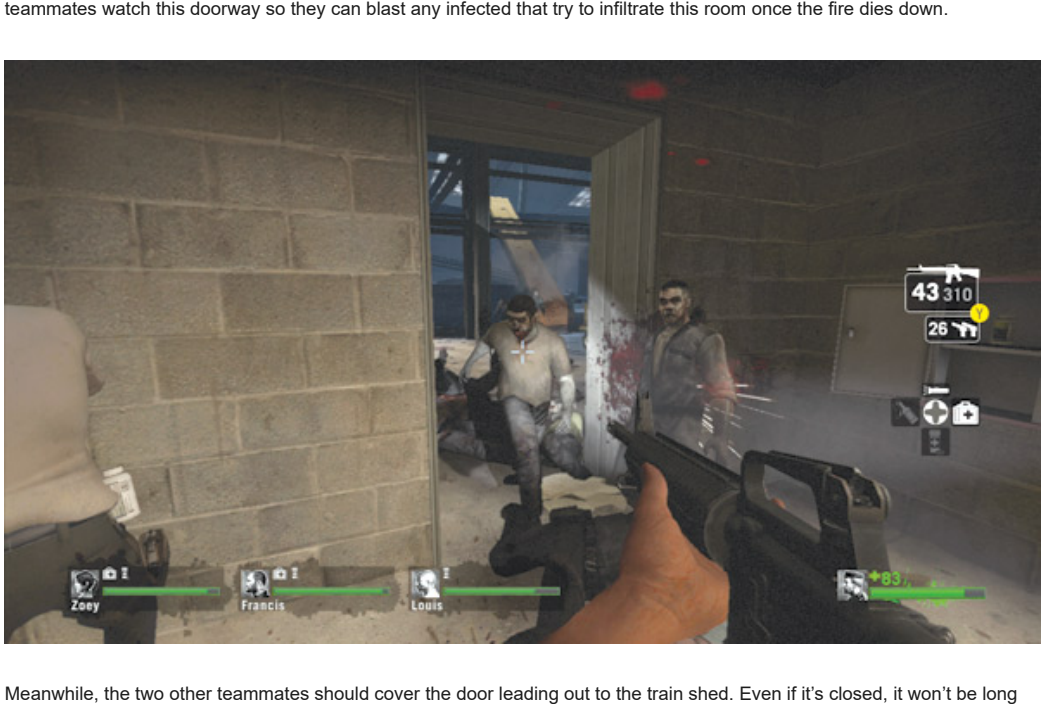
As you've been warned, opening the emergency exit triggers an alarm that initiates a large swarm attack. However, if your team holds out in this room, there are only two doorways to cover: the emergency exit and the train shed door.

But before throwing open the emergency exit, locate a red fuel can in the room and be ready to toss it out the emergency exit once the door is open.



Have one teammate open the emergency exit's door while another tosses the red fuel can into the adjoining room—just make sure it lands far enough outside the doorway before shooting it.

This creates an impassable wall of fire in the next room, effectively securing the emergency exit's doorway. Still, have two teammates watch this doorway so they can blast any infected that try to infiltrate this room once the fire dies down.



Meanwhile, the two other teammates should cover the door leading out to the train shed. Even if it's closed, it won't be long until the infected break through. So keep weapons aimed at this door and mow down anything that tries to get in.

The alarm eventually ceases, as does the swarm attack. Before heading into the cistern room, return to the train shed and restock ammo.

Also, make sure your team's weaponry is properly balanced with two assault rifles and one auto shotgun.

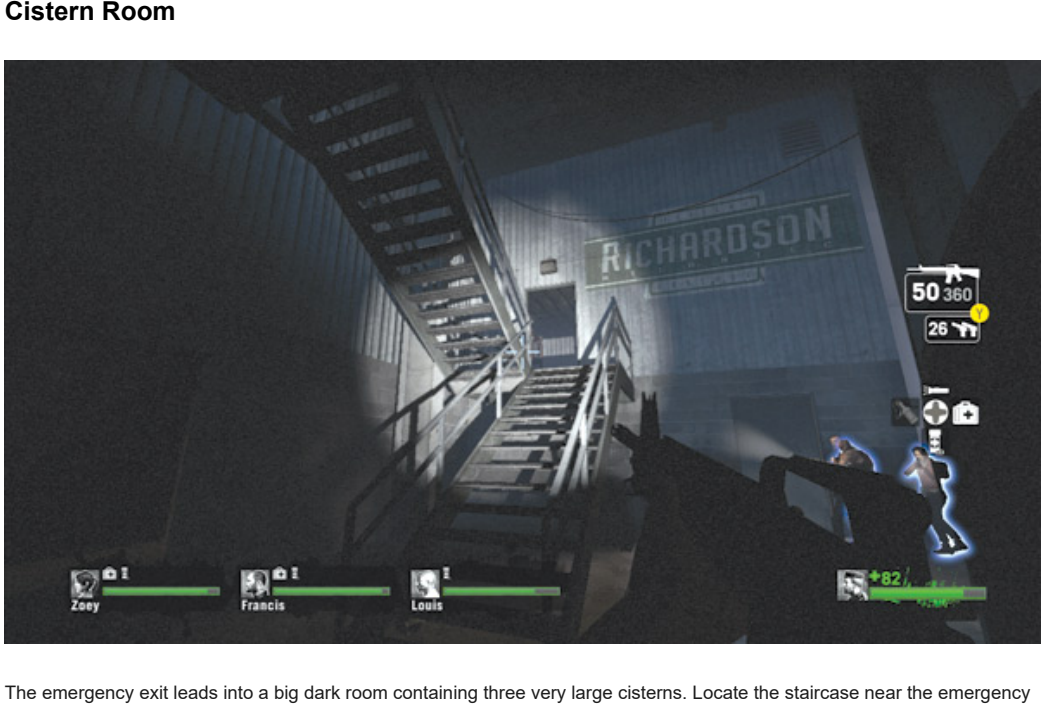
Infected

As the survivors approach the emergency exit doorway, get ready to launch an attack. Take advantage of the confusion caused by the massive swarm attack when the alarm sounds.

If the survivors take refuge in the small room with the first aid cabinet, have a Smoker pull a survivor outside so a Hunter can pounce. If the survivors retreat to the train shed, attack from the catwalk above.

A Boomer positioned here can vomit on the survivors as they gather near the desk containing the ammo and the weapon upgrades, causing even more common infected to attack.

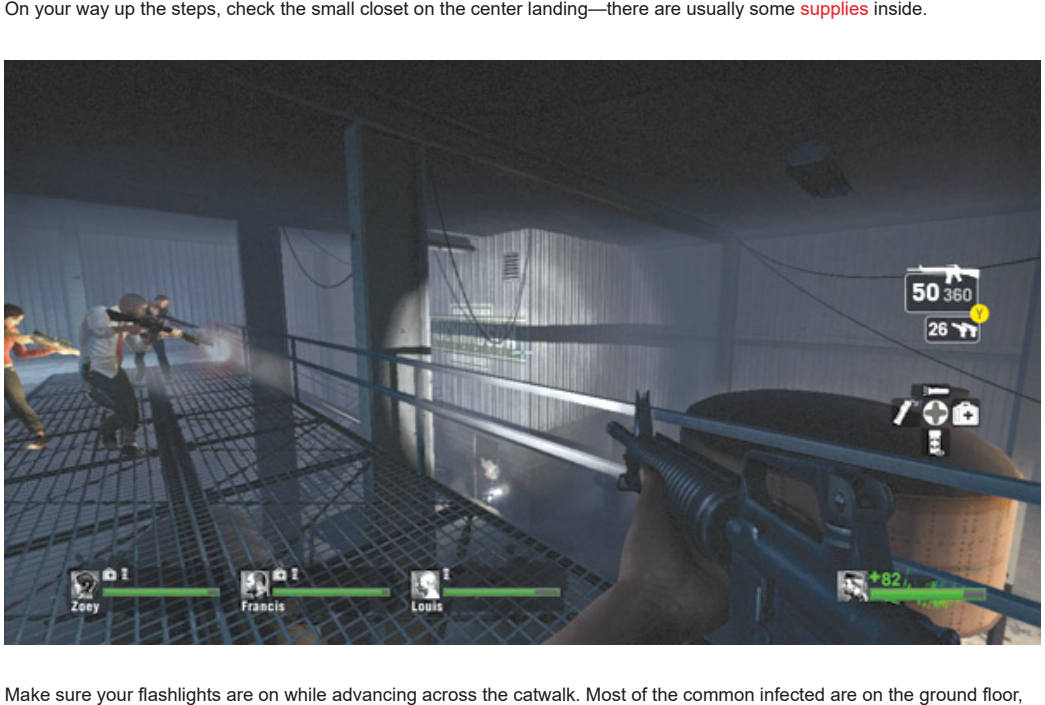
Cistern Room



The emergency exit leads into a big dark room containing three very large cisterns. Locate the staircase near the emergency exit and climb it to the upper-level catwalk.

While it's possible to advance through this room on the ground floor, the catwalk gives your team a height advantage, making it easier to clear the room.

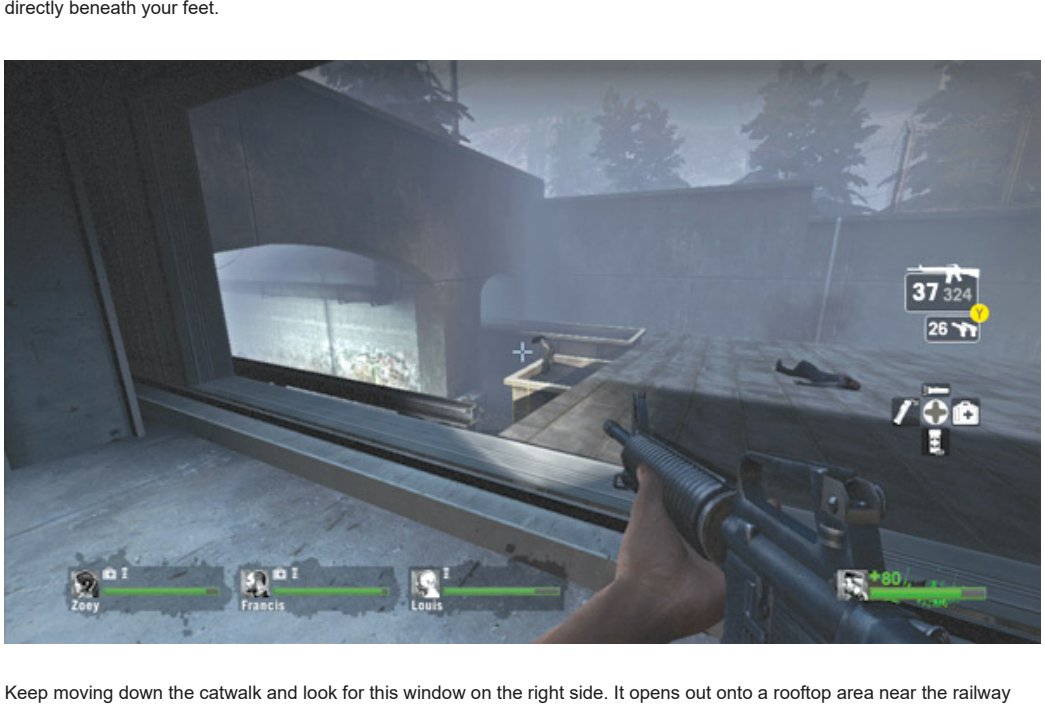
On your way up the steps, check the small closet on the center landing—there are usually some supplies inside.



Make sure your flashlights are on while advancing across the catwalk. Most of the common infected are on the ground floor, so in addition to monitoring the catwalk for hostiles, aim downstairs.

As you pass above the infected, they may go on alert and start charging up the stairs at your team.

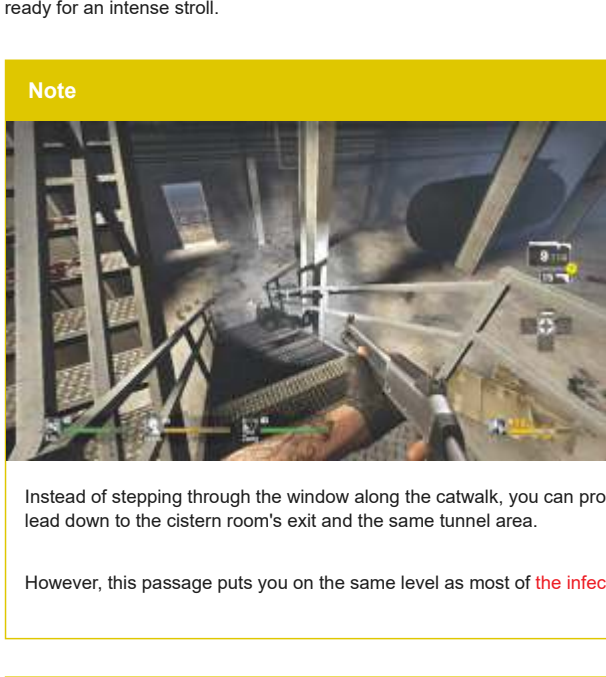
So try to stop them before they can reach your team. Feel free to fire through the mesh grate of the catwalk to target infected directly beneath your feet.



Keep moving down the catwalk and look for this window on the right side. It opens out onto a rooftop area near the railway tunnel. Step outside and use the elevated position to fire down on the common infected gathered around the train cars below.

The tracks moving through the tunnel to the left head north, but the tunnel is filled with infected and other obstacles, so get ready for an intense stroll.

Note



Instead of stepping through the window along the catwalk, you can proceed to the stairs at the end of the catwalk. These lead down to the cistern room's exit and the same tunnel area.

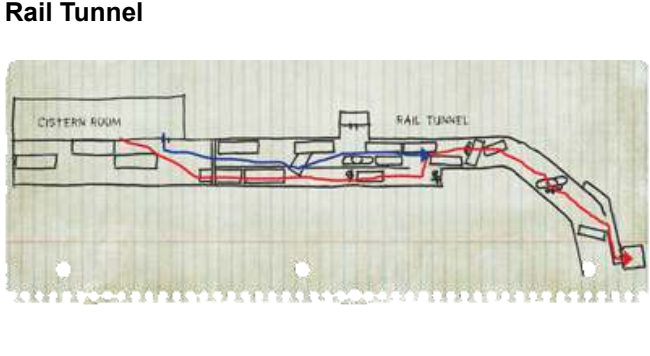
However, this passage puts you on the same level as most of the infected. So proceed cautiously.

Infected

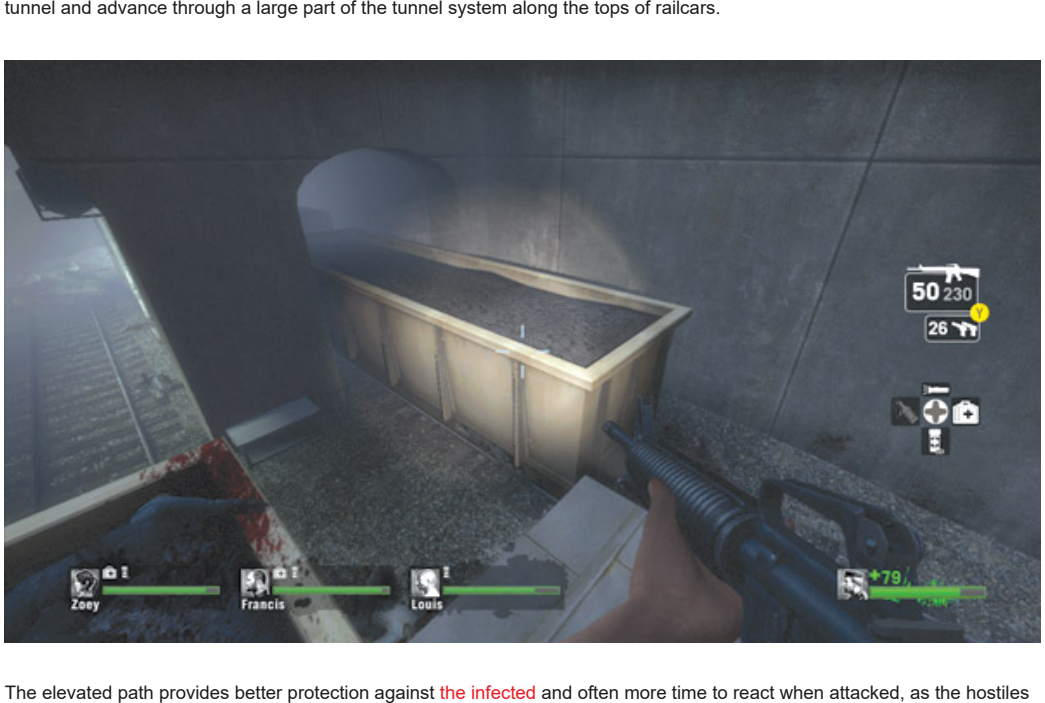
There are many climb points outside the cistern room. Climb them while in ghost mode and then spawn high above the start of the tunnel area as the survivors exit the cistern room.

Hunters and Smokers are very effective when attacking from these high points. The survivors will never know what hit them.

Rail Tunnel

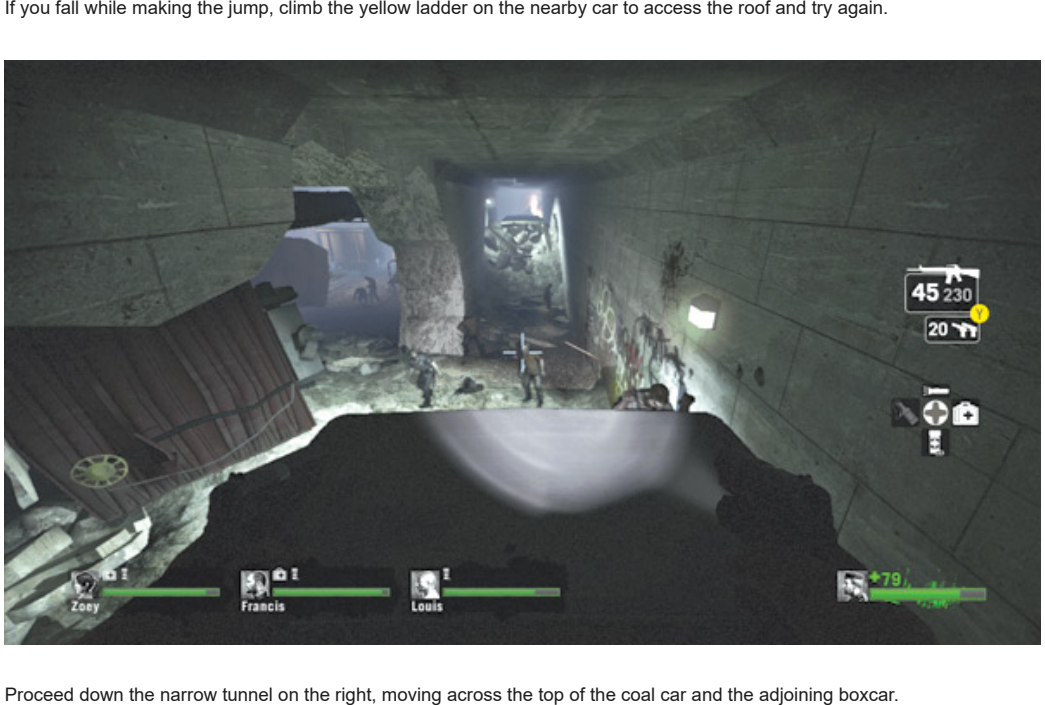


Once outside the cistern room, move to the corner of this rooftop and leap across to the coal car to access the narrow side tunnel and advance through a large part of the tunnel system along the tops of railcars.



The elevated path provides better protection against the infected and often more time to react when attacked, as the hostiles must usually climb up to the cars before they can attack.

If you fall while making the jump, climb the yellow ladder on the nearby car to access the roof and try again.



Proceed down the narrow tunnel on the right, moving across the top of the coal car and the adjoining boxcar.

When you reach the end of this boxcar, immediately engage the common infected loitering below, in both this tunnel and the adjacent one, visible through the large hole in the left side of the wall.

The sound of gunfire may trigger a swarm attack, so constantly monitor both ends of the car you're standing on. The tunnel ahead may look blocked by rubble, but it's still accessible.

When the area below is clear, drop from the boxcar and race forward, moving up the pile of rubble to climb atop another boxcar.

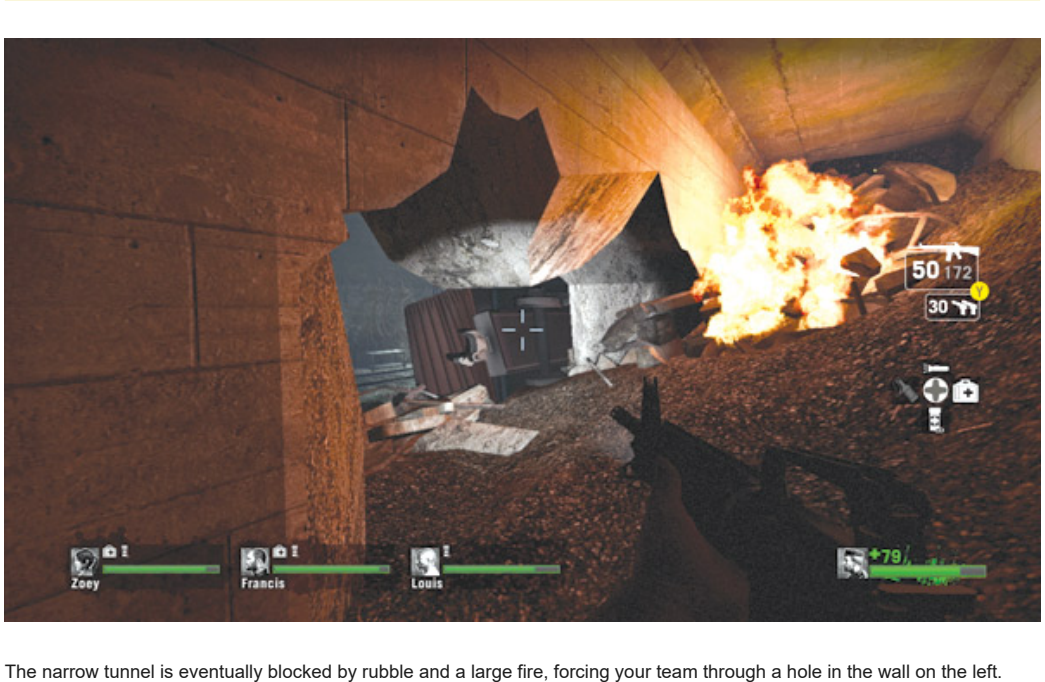
Infected

Look for opportunities to split the survivors up by attacking through the holes in the walls between the two tunnels. While the survivors race down one tunnel, hide in the other and attack as they pass.

A Smoker can drag an unsuspecting survivor a great distance down the adjoining tunnel, causing the other survivors to backtrack and stage a rescue.

This could be the perfect opportunity for your team's Hunters to pounce. During the confusion a Boomer can rush in and coat the other survivors in bile, setting off a swarm attack.

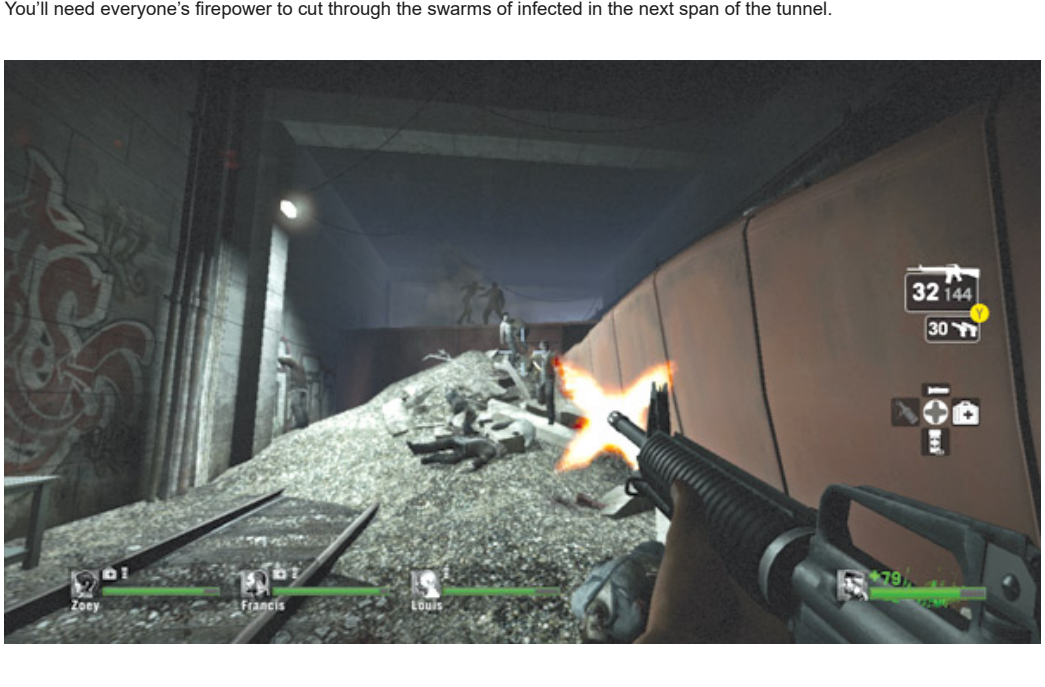
Tanks are also great at distracting the survivors. If anyone spawns as a Tank in the tunnel, quickly organize an ambush to take advantage of the survivors' panic.



The narrow tunnel is eventually blocked by rubble and a large fire, forcing your team through a hole in the wall on the left. Before passing through the hole, make sure everyone is together.

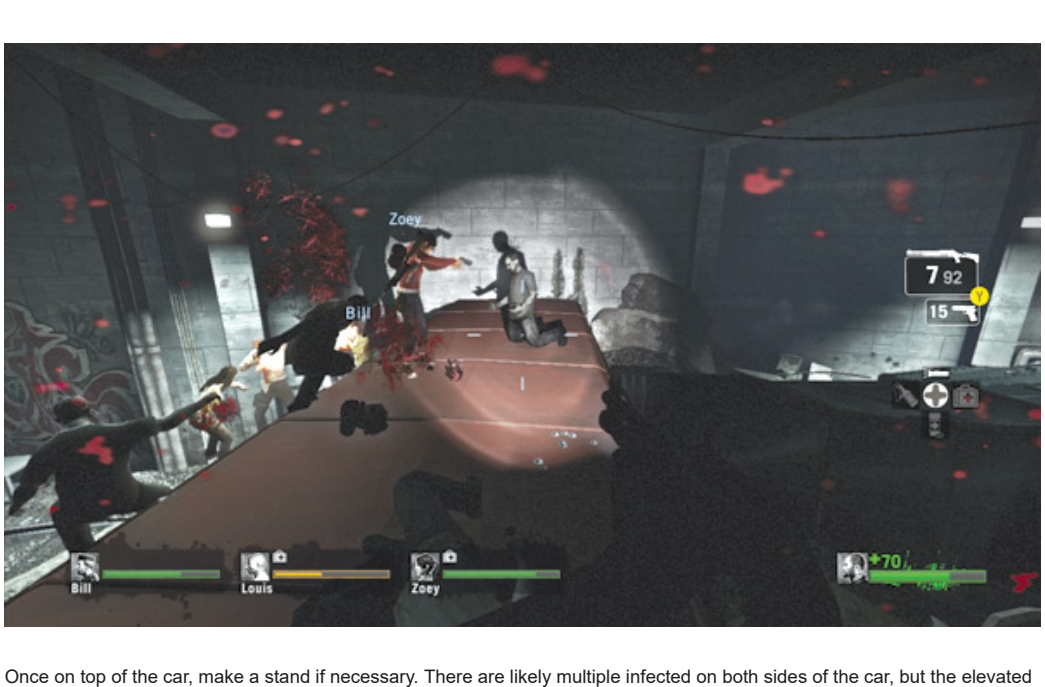
Hunters or a Smoker may be lurking behind your team waiting to attack a straggler, so don't leave this tunnel until everyone is together.

You'll need everyone's firepower to cut through the swarms of infected in the next span of the tunnel.



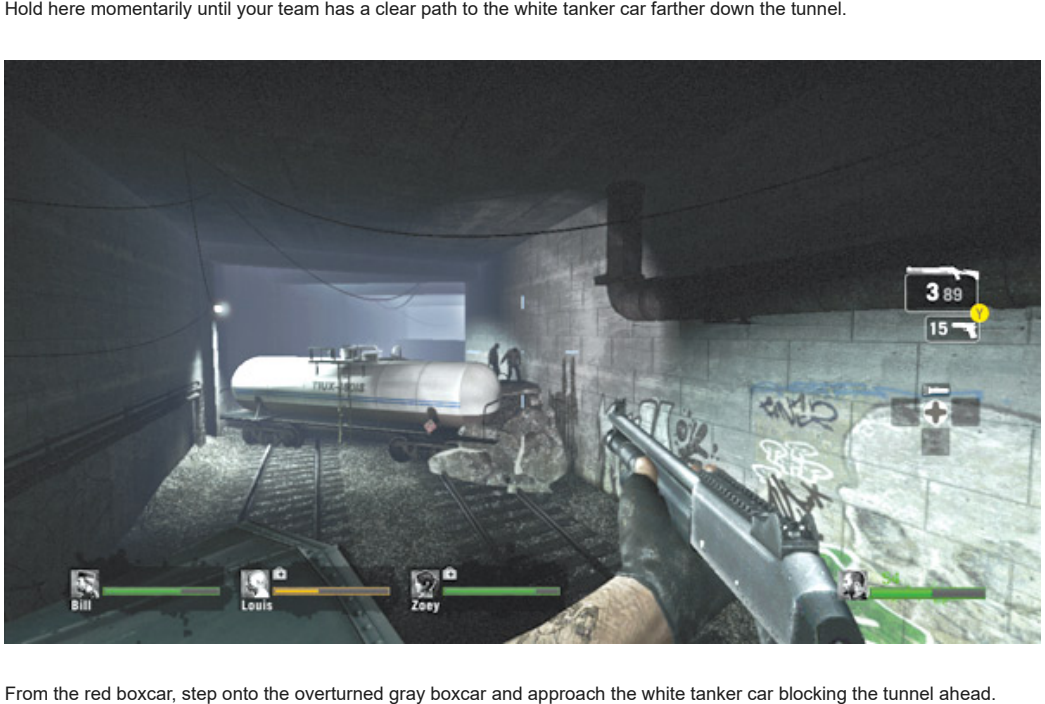
As you enter the larger tunnel through the hole in the wall, turn right and approach this barricade. A boxcar has derailed in this span of the tunnel, but a mound of debris on its side allows your team to climb to the top of the car.

Don't waste much time on the low terrain. Blast any infected in your way and get to the top of the boxcar as quickly as possible. Don't forget to check the tunnel behind you, as there may be more infected chasing after you.



Once on top of the car, make a stand if necessary. There are likely multiple infected on both sides of the car, but the elevated position gives your team a slight advantage, allowing them to fire down at the infected clawing their way up the sides of the car.

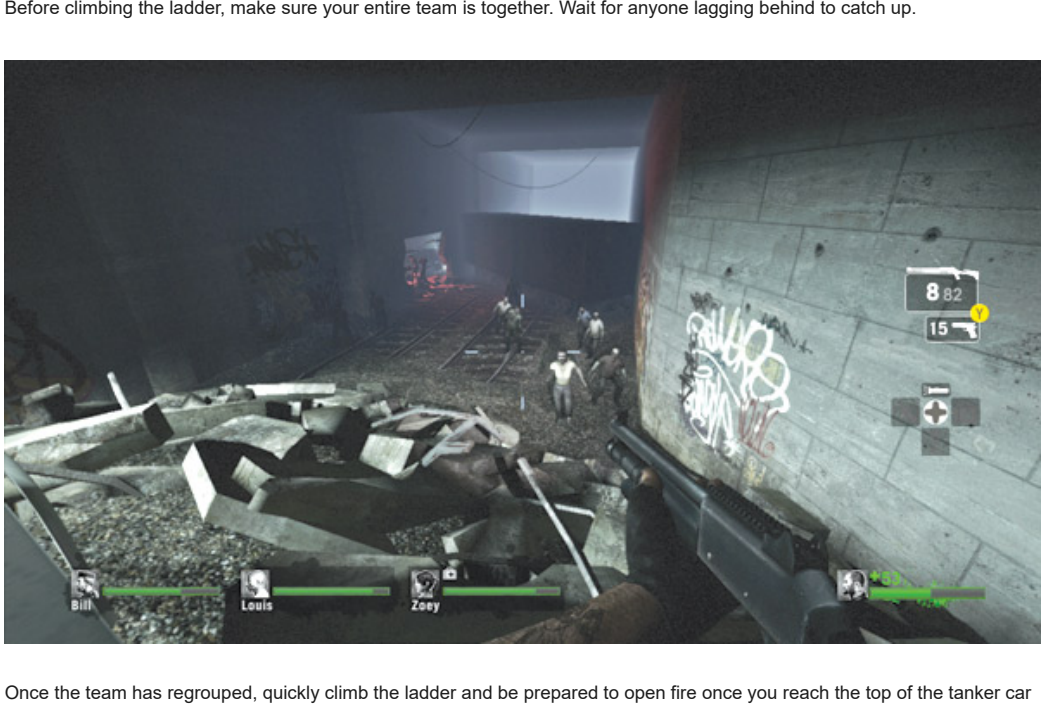
Hold here momentarily until your team has a clear path to the white tanker car farther down the tunnel.



From the red boxcar, step onto the overturned gray boxcar and approach the white tanker car blocking the tunnel ahead.

Blast any common infected wandering around this span of the tunnel, then drop to the tracks and rush to the yellow ladder on the side of the tanker car.

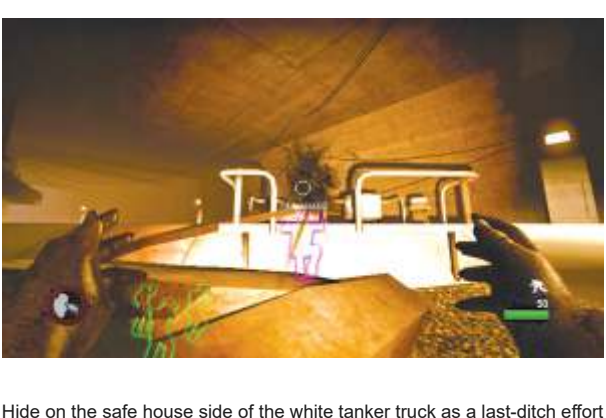
Before climbing the ladder, make sure your entire team is together. Wait for anyone lagging behind to catch up.



Once the team has regrouped, quickly climb the ladder and be prepared to open fire once you reach the top of the tanker car—there are likely several infected waiting to greet your team on the other side.

Stand on top of the tanker car and fend off the rushing infected. The tunnel ahead is blocked, but a hole in the left wall leads into the safe house.

Infected



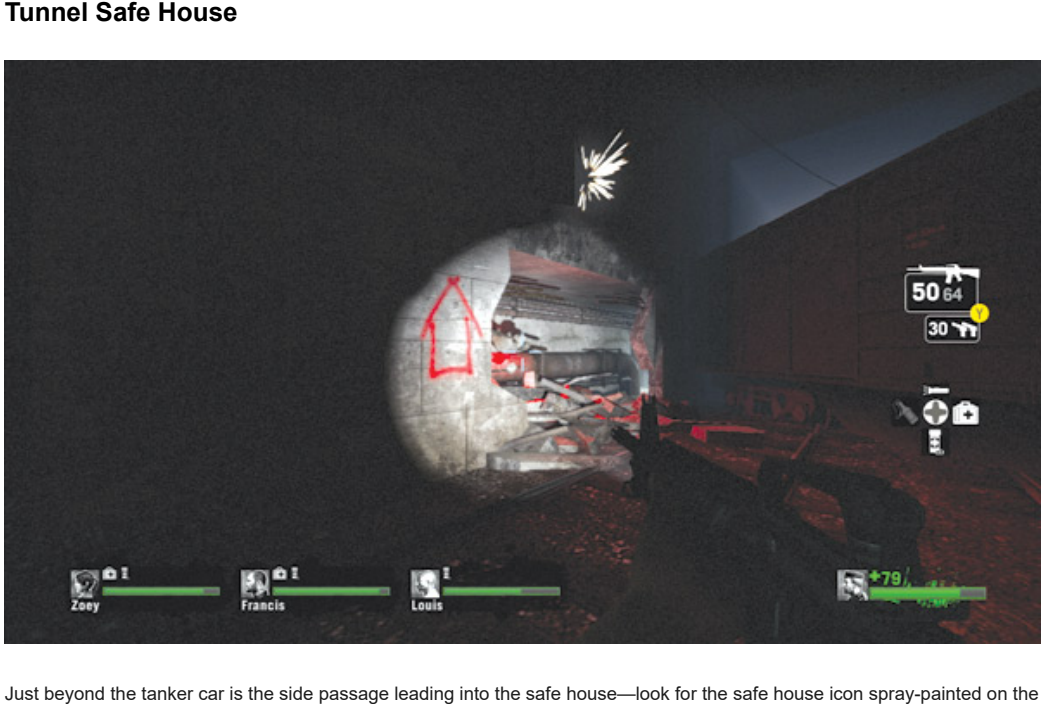
Hide on the safe house side of the white tanker truck as a last-ditch effort to stop the survivors. A Boomer positioned here can vomit on the first survivor up the ladder.

Even if the Boomer is spotted, the survivor won't be able to respond since weapons are stowed while climbing.

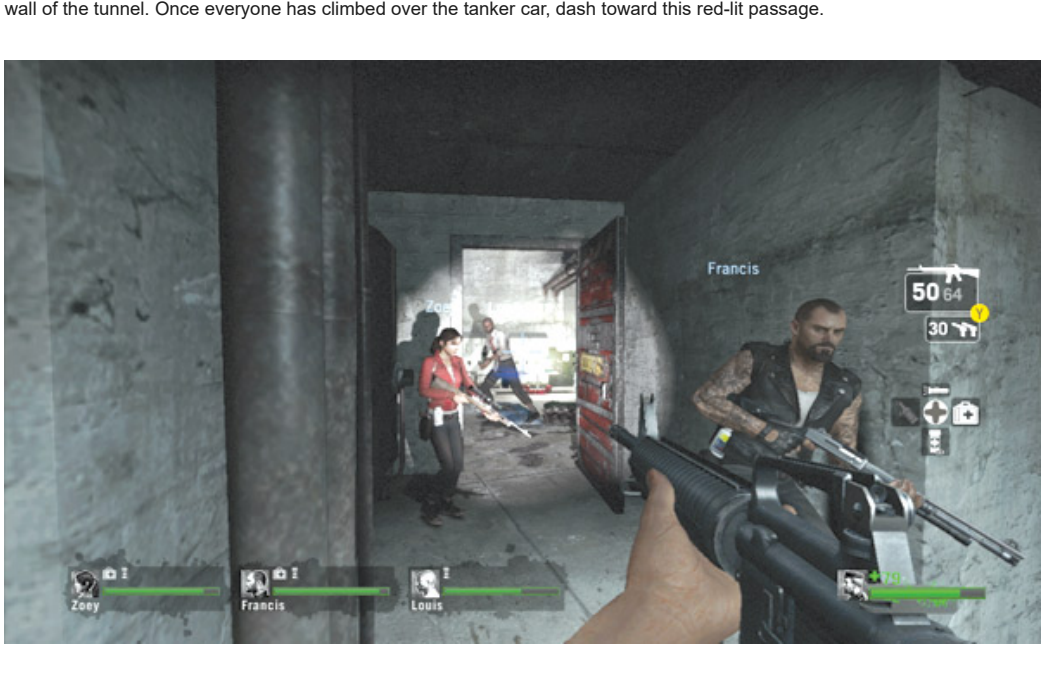
Triggering a swarm attack paves the way for the rest of the team to ambush the survivors at this dead end. But the Hunters and Smoker should wait until the swarm attack is well underway before jumping into the fray.

The survivors may make a break for the safe house, so be ready to respond.

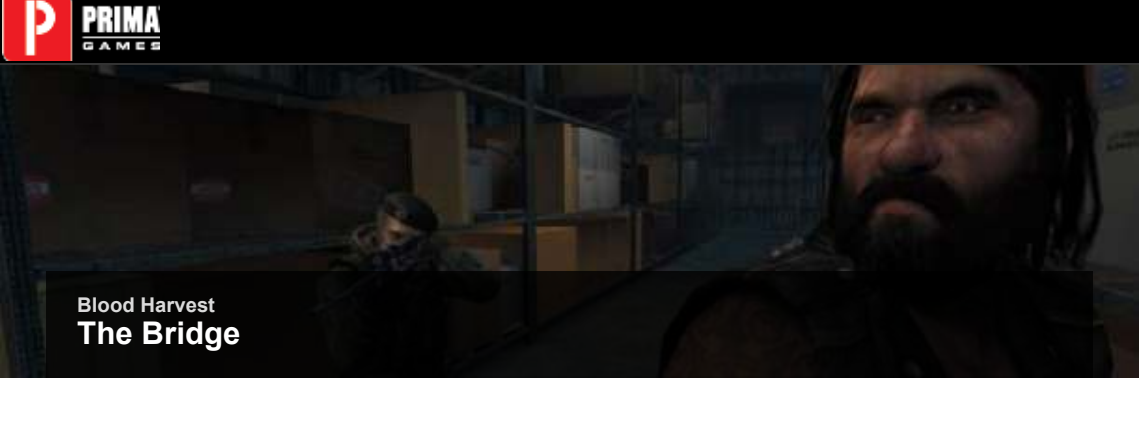
Tunnel Safe House



Just beyond the tanker car is the side passage leading into the safe house—look for the safe house icon spray-painted on the wall of the tunnel. Once everyone has climbed over the tanker car, dash toward this red-lit passage.

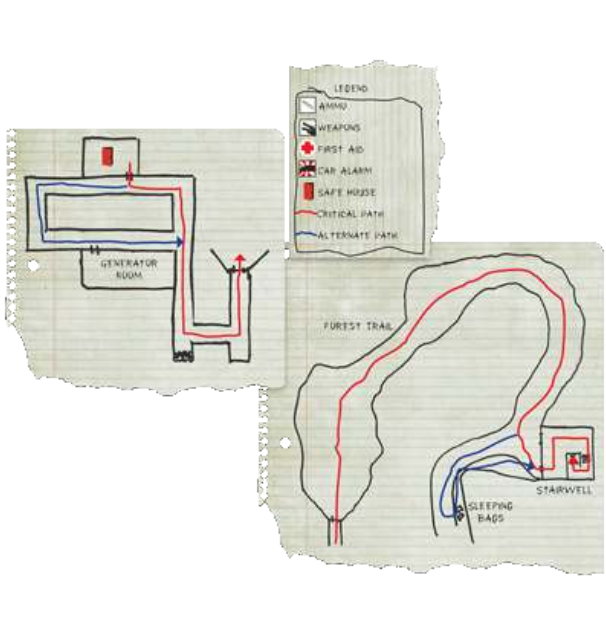


But be aware that more infected may be hiding inside this passage. Enter together as a team, then rush down to the safe house, on the left side of the concrete corridor. Quickly get everyone inside and then secure the door to end the level.

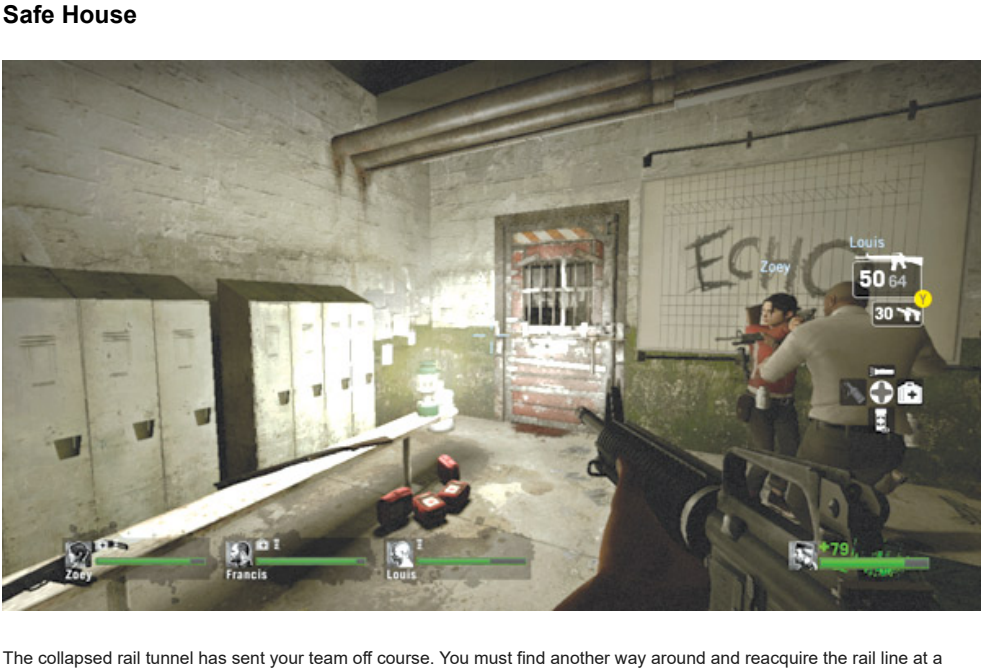


Blood Harvest

The Bridge



Safe House



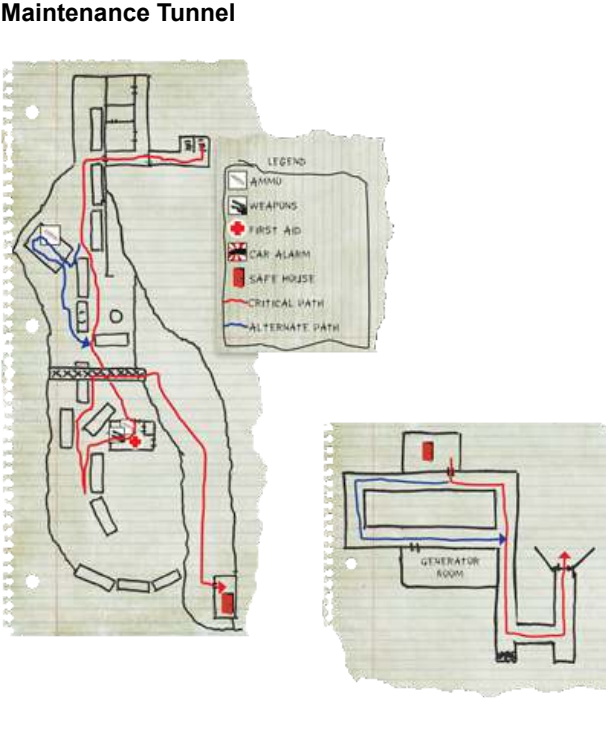
The collapsed rail tunnel has sent your team off course. You must find another way around and reacquire the rail line at a different point to continue your trek north toward the farm. It's unclear where this side passage leads to, but your team has no choice but to follow it.

Before heading out, stock up on supplies. There are weapons, first aid kits, and ammo on and near the bench by the lockers in this dimly lit safe house.

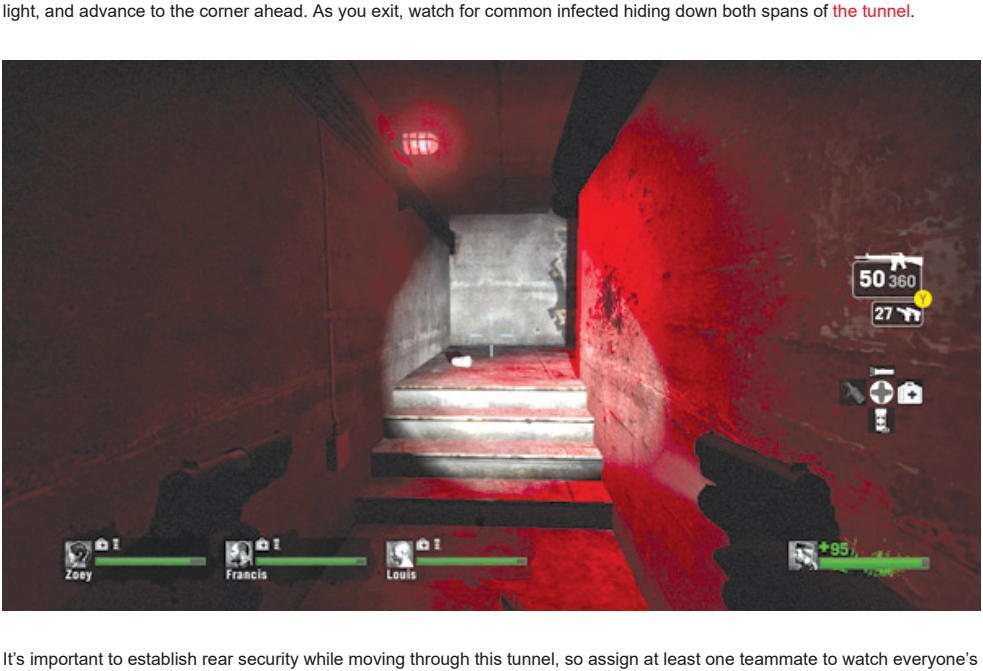
The only weapons provided here are SMGs and pump shotguns; if you still have your assault rifles, auto shotguns, and sniper rifles from the previous level, hold onto them. Also, make sure everyone's health bar is in the green zone.

Anyone with low health may be singled out by the infected as the team moves through the adjoining maintenance tunnel.

Maintenance Tunnel



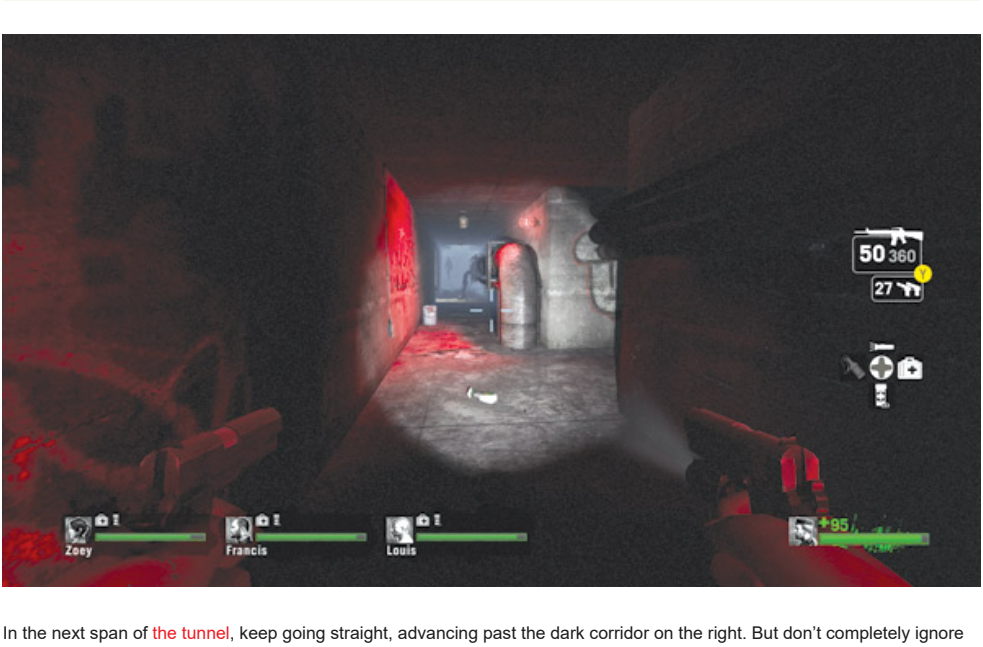
The safe house door opens into a dark maintenance tunnel, allowing your team to travel left or right. Turn left, toward the red light, and advance to the corner ahead. As you exit, watch for common infected hiding down both spans of the tunnel.



It's important to establish rear security while moving through this tunnel, so assign at least one teammate to watch everyone's backs during the advance. This prevents infected from attacking or spawning directly behind your team.

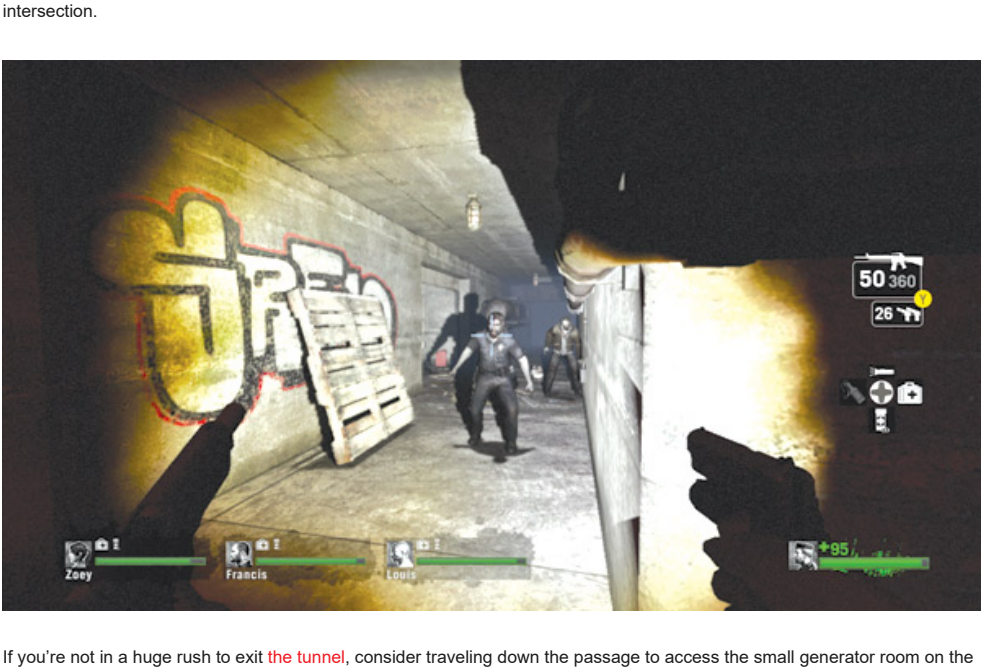
Tip

Want to find the quickest way out of the tunnel? Follow the red lights. There are three red lights in this tunnel, all placed along the spans leading directly to the exit. So if you get turned around, juts look for the red lights to find your way out.



In the next span of the tunnel, keep going straight, advancing past the dark corridor on the right. But don't completely ignore the passage on the right; sidestep past it and blast all visible threats.

The sound of gunfire may attract more infected from the other spans, so make sure all three directions are covered at this T intersection.



If you're not in a huge rush to exit the tunnel, consider traveling down the passage to access the small generator room on the left.

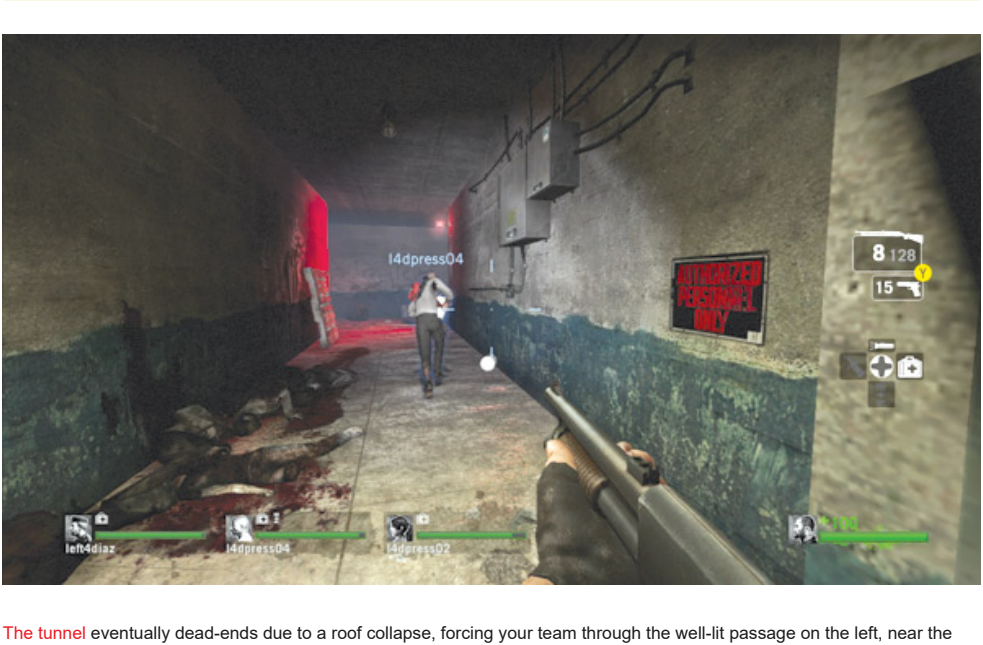
There are usually several pickups inside, sometimes including pills, a fuel can, a propane tank, and molotovs.

But make such supply raids as quickly as possible and be sure to backtrack to the red-lit T intersection and turn right—turning left takes you back to the safe house.

Infected

Given the long spans of the tunnels, it's difficult to find a good spawn point and hiding spot in this area. The small generator room is about the only good spot to stage an ambush, but the survivors will probably expect one here.

For best results, stay in ghost mode until the survivors have cleared this room, then spawn as soon as they exit. Now you can attack them from behind in the adjoining tunnel.

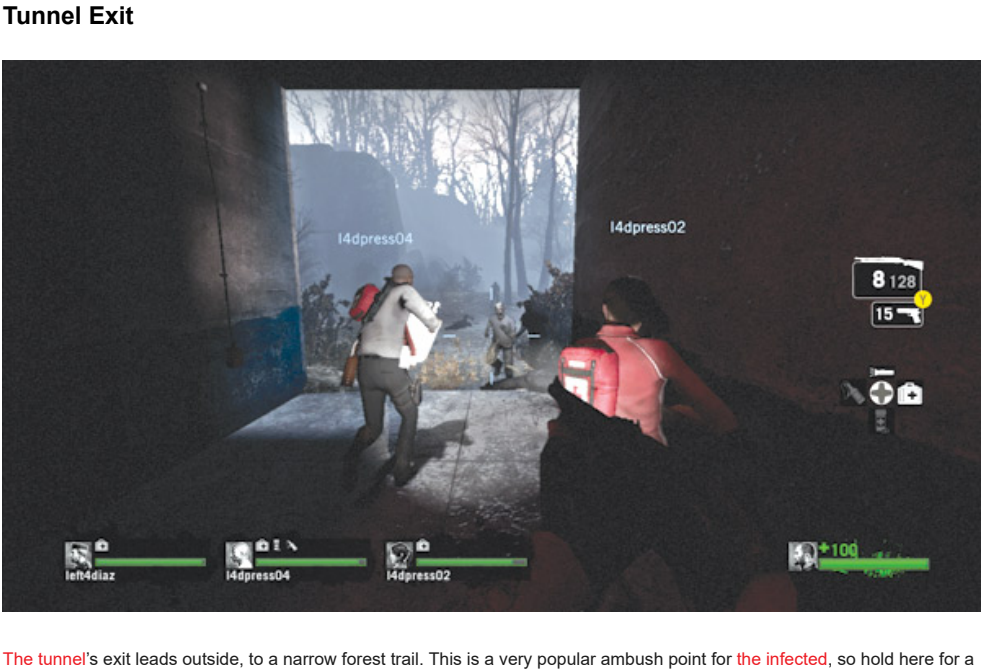


The tunnel eventually dead-ends due to a roof collapse, forcing your team through the well-lit passage on the left, near the Authorized Personnel Only sign.

You're not far from the tunnel exit now. Dash to the end of this span (toward the red light) and take a left to spot the tunnel exit. Stay together as you approach the corner ahead.

Infected bosses may be hiding in the next span, looking to pounce on or snare the first survivor who rounds the corner.

Tunnel Exit



The tunnel's exit leads outside, to a narrow forest trail. This is a very popular ambush point for the infected, so hold here for a few seconds and engage all visible threats.

If one of your teammates grabbed a propane tank or fuel can from the generator room, toss it outside and shoot it to take out large swarms charging toward your team. It's equally important to watch the span behind you.

Now that your team has vacated the tunnel system's various spans, the infected are now free to spawn behind you. Don't hold here long, otherwise your team is sure to be attacked from both sides. Tank attacks aren't uncommon here, and it's best to be outside if this occurs, where your team has more room to maneuver.

So clear the area around the tunnel exit and rush outside.

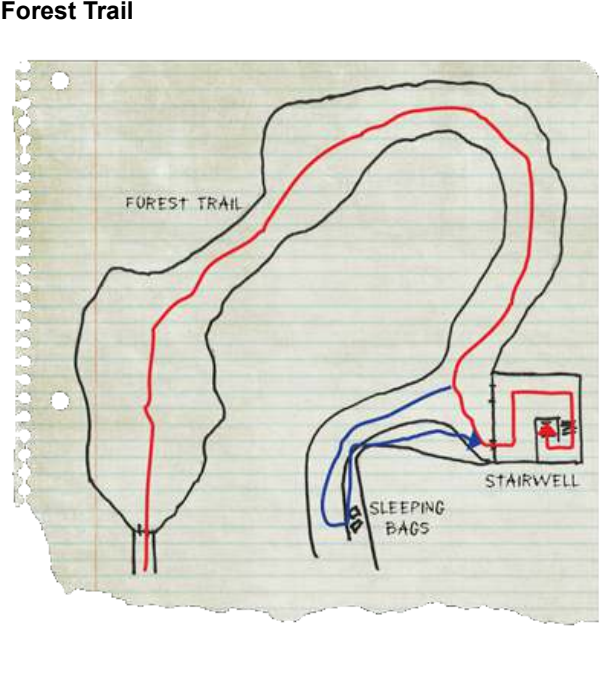
Infected

Use the climb points outside the tunnel exit to reach the area just above the tunnel. From this elevated position you can attack the survivors as soon as they rush out of the tunnel.

A Smoker positioned here can easily snare one of the survivors without exposing himself to return fire, and then can attack more than once.

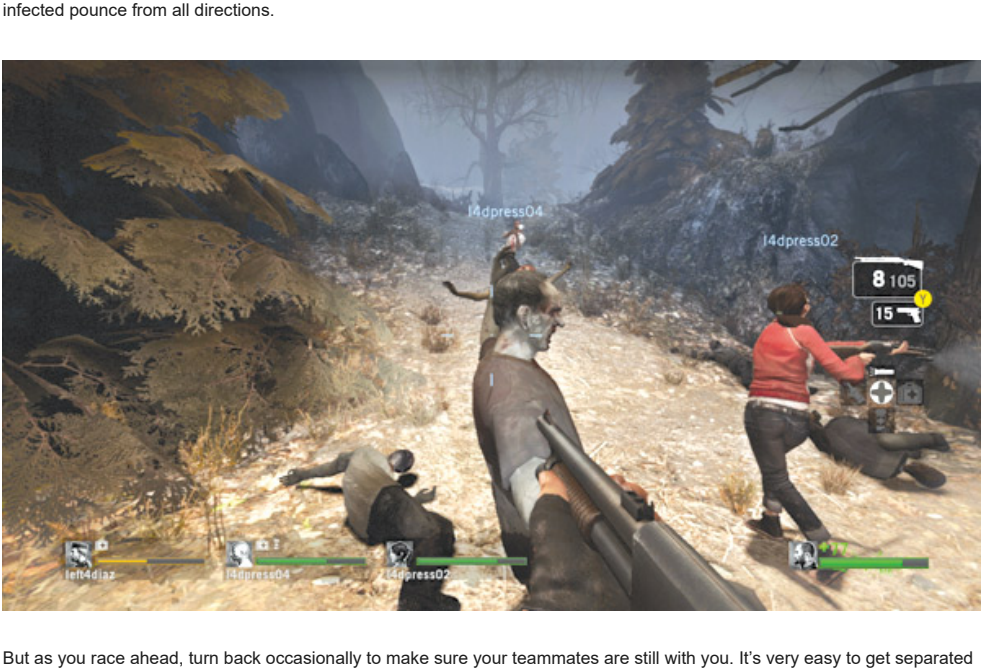
Hunters and Boomers aren't so fortunate, but attacking from the high points surrounding the tunnel exit still gives them a tactical advantage, not to mention the element of surprise.

Forest Trail



The trail outside the tunnel is sunken, with tall cliffs flanking both sides. The cliffs are inaccessible to the survivors but are wide open to the infected, giving them the opportunity to attack your team from above.

Therefore, race along this trail as fast as possible. Lingering here puts your team at a tremendous disadvantage as the infected pounce from all directions.



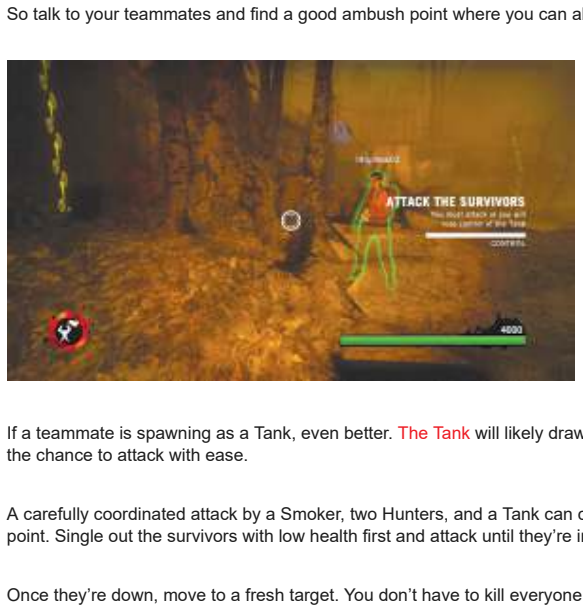
But as you race ahead, turn back occasionally to make sure your teammates are still with you. It's very easy to get separated during this advance, especially if Hunters or Smokers manage to pick off stragglers.

Infected

While in ghost mode, use the climb points on the sides of the trail to access the cliffs overlooking the survivors. Once on top, hide in the trees lining the trail and spawn.

Both Smokers and Hunters are very effective when attacking from these elevated positions, but without careful coordination, the survivors will have no problem picking off your team one at a time.

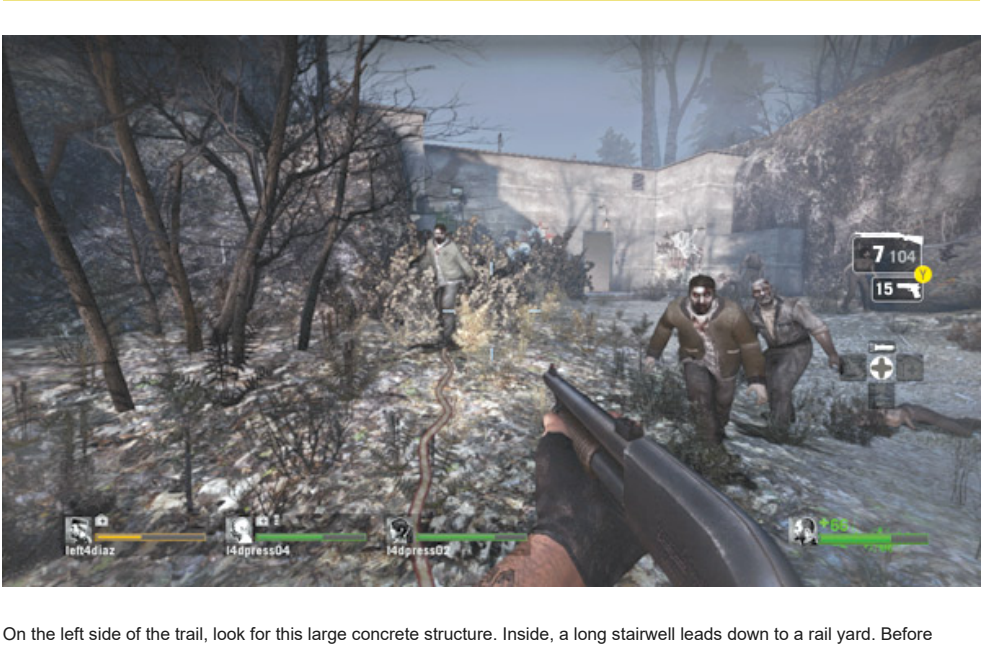
So talk to your teammates and find a good ambush point where you can all attack simultaneously.



If a teammate is spawning as a Tank, even better. The Tank will likely draw all the survivors' attention, giving everyone the chance to attack with ease.

A carefully coordinated attack by a Smoker, two Hunters, and a Tank can completely annihilate the survivors at this point. Single out the survivors with low health first and attack until they're incapacitated.

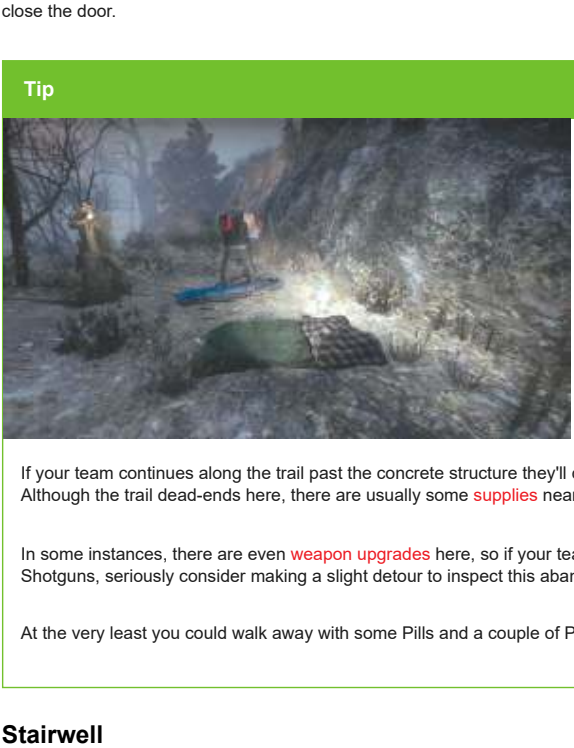
Once they're down, move to a fresh target. You don't have to kill everyone; you just have to incapacitate them to end the round.



On the left side of the trail, look for this large concrete structure. Inside, a long stairwell leads down to a rail yard. Before rushing inside, clear out all the infected hanging out in front of the entrance.

Have a couple of teammates blast the infected around the structure while the other two watch for more infected advancing along the trail. Once a path is cleared, race to the structure's door (or window) and burst inside. The last teammate in should close the door.

Tip

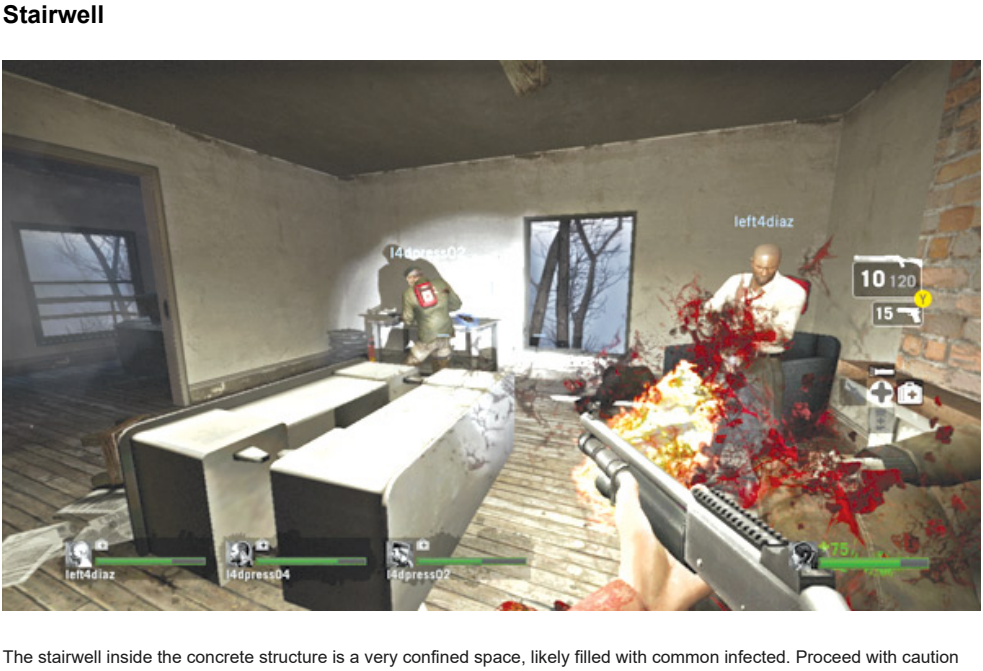


If your team continues along the trail past the concrete structure they'll come across a pair of empty sleeping bags. Although the trail dead-ends here, there are usually some supplies near the sleeping bags.

In some instances, there are even weapon upgrades here, so if your team is still carrying arounds SMG's and Pump Shotguns, seriously consider making a slight detour to inspect this abandoned campsite for better weaponry.

At the very least you could walk away with some Pills and a couple of Pipe Bombs.

Stairwell



The stairwell inside the concrete structure is a very confined space, likely filled with common infected. Proceed with caution and clear each set of steps at a time.

As usual, have the trailing teammate cover your backs. Infected spawning outside may come dashing down the steps, especially during swarm attacks.

If the resistance picks up, don't hesitate to use molotovs or fuel cans to create large fires either behind or in front of your team.

But be careful when using fire in such a cramped space, as it can harm you and your teammates just as easily as it does the infected.

Friendly fire can also be a problem in this area, so exercise muzzle discipline and avoid stepping in front of teammates who are engaging a target.

Infected

ATTACK THE SURVIVORS

There aren't too many hiding spots in the stairwell from which to attack the survivors, but if your team gains access to a Tank here it can be a real game changer.

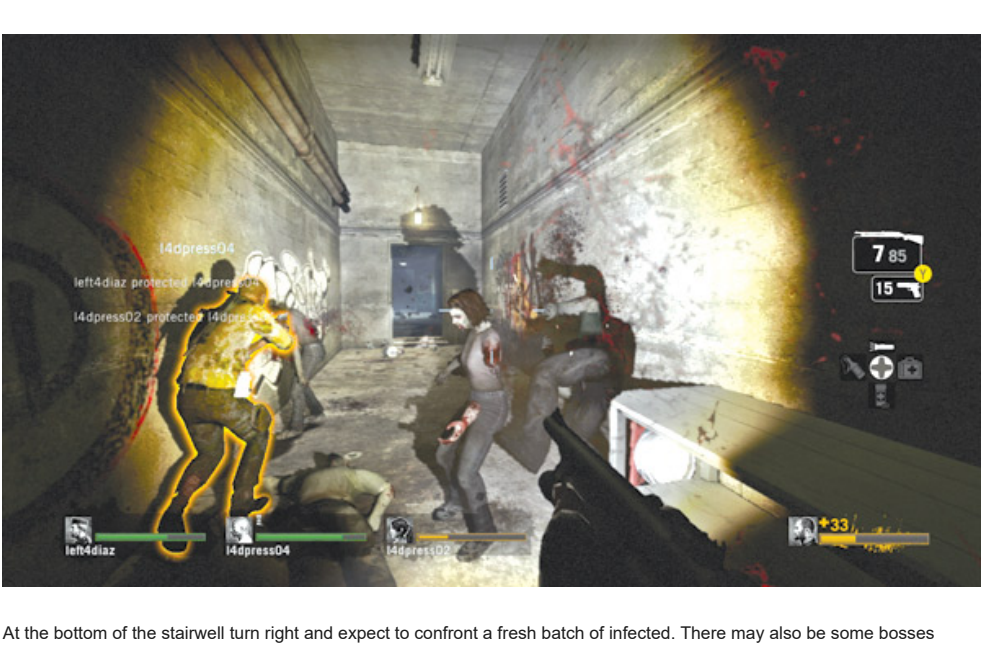
The Tank can dish out some serious damage in the stairwell, as the survivors have little room to maneuver or evade.

If playing as the Tank, try to back a survivor into a corner to pummel into submission—then find a new victim.

During the Tank assault other infected should look for opportunities to attack as well. A Boomer can sneak up behind the distracted survivors and vomit on them as they shoot at the Tank.

Hunters and Smokers can also contribute by pinning and ensnaring others, preventing them from killing off the Tank. Keeping the Tank alive is very important during this sequence.

The longer he lives, the greater chance your team has of stopping the survivors once and for all.



At the bottom of the stairwell turn right and expect to confront a fresh batch of infected. There may also be some bosses attempting to ambush your team from beneath the stairs. So stay together and provide support to your teammates as necessary.

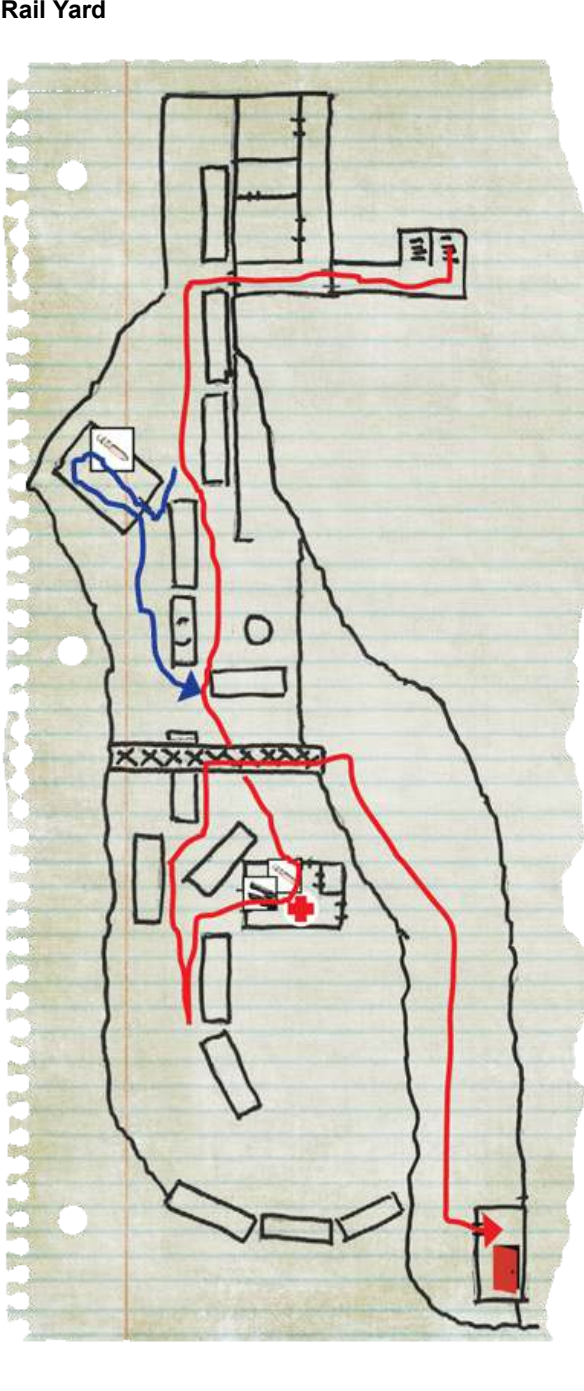
Before leaving this area, check under the stairs for supplies—sometimes you can find pipe bombs or molotovs here. Also, there's usually a red fuel can by the table on the right side of the hall.

Consider using it to create a wall of fire at the bottom of the steps to halt any pursuers attempting to sneak up on your team. The entrance to the rail yard is straight down this hall.

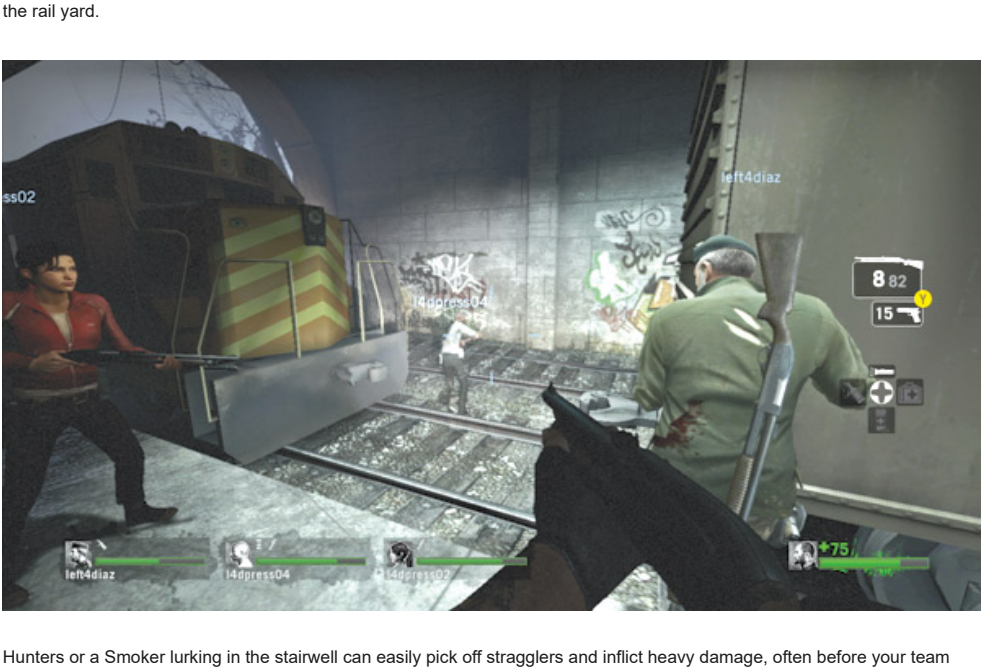
Tip

Before entering the rail yard, check out the side rooms near the stairwell's exit. Although there are probably several common infected wandering around these rooms, they often contain supplies too.

Rail Yard



The corridor adjoining the stairwell leads to a tunnel just outside a rail yard. Pass through the doorway and turn left, stepping between this engine and boxcar to access the tracks. Be sure to stick together during this transition between the stairwell and the rail yard.



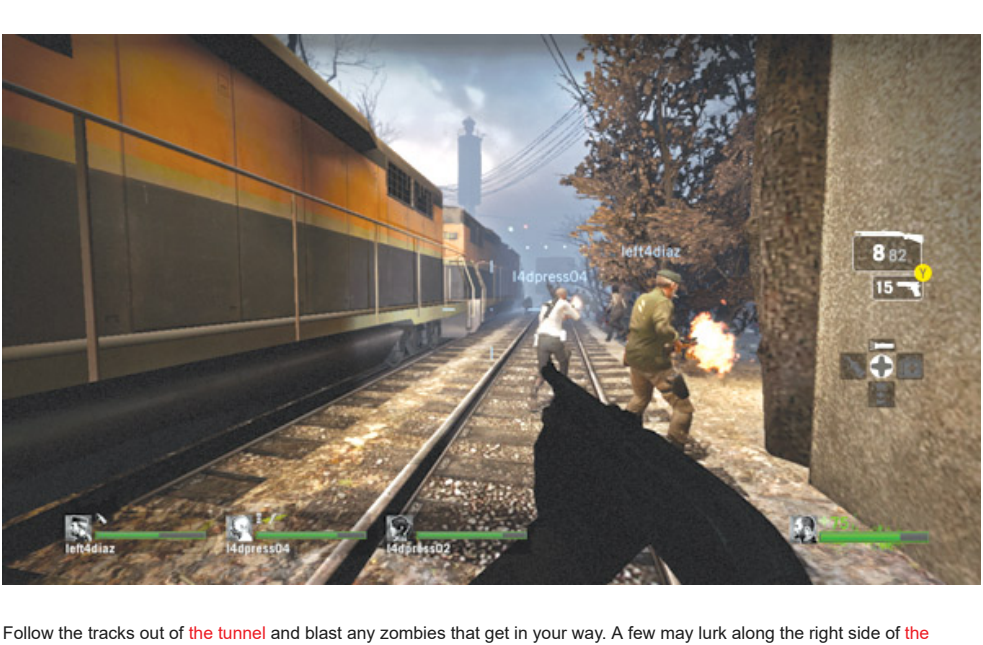
Hunters or a Smoker lurking in the stairwell can easily pick off stragglers and inflict heavy damage, often before your team can respond.

Common infected and bosses also pose a threat in the tunnel, waiting to ambush your team as you exit the stairwell. So stay alert and stick together.

Infected

Climb on top of the boxcar near the stairwell exit and wait for the survivors to rush out. This is a great spot from which to blindside the opposing team, whether playing as a Smoker, Boomer, or Hunter.

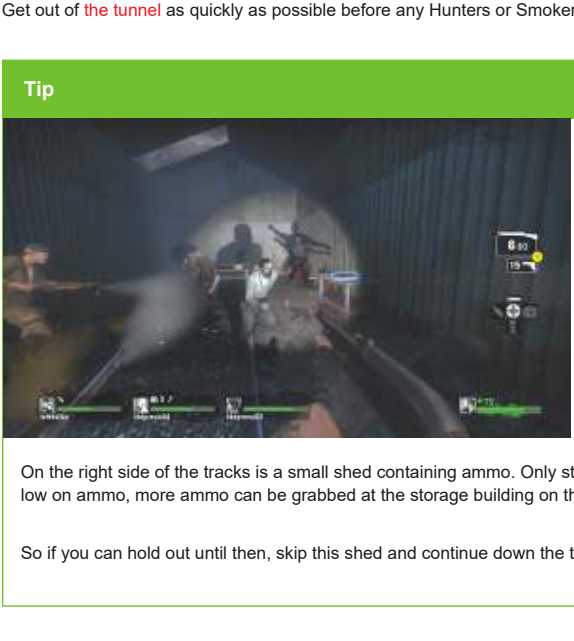
For best results lead off the attack by having a Boomer vomit (or explode) on the survivors as soon as they exit. Then as the swarm attack commences, send in the Hunters and Smoker.



Follow the tracks out of the tunnel and blast any zombies that get in your way. A few may lurk along the right side of the tunnel as your team exits, so be sure to sidestep past this area and engage any threats skulking in this blind spot.

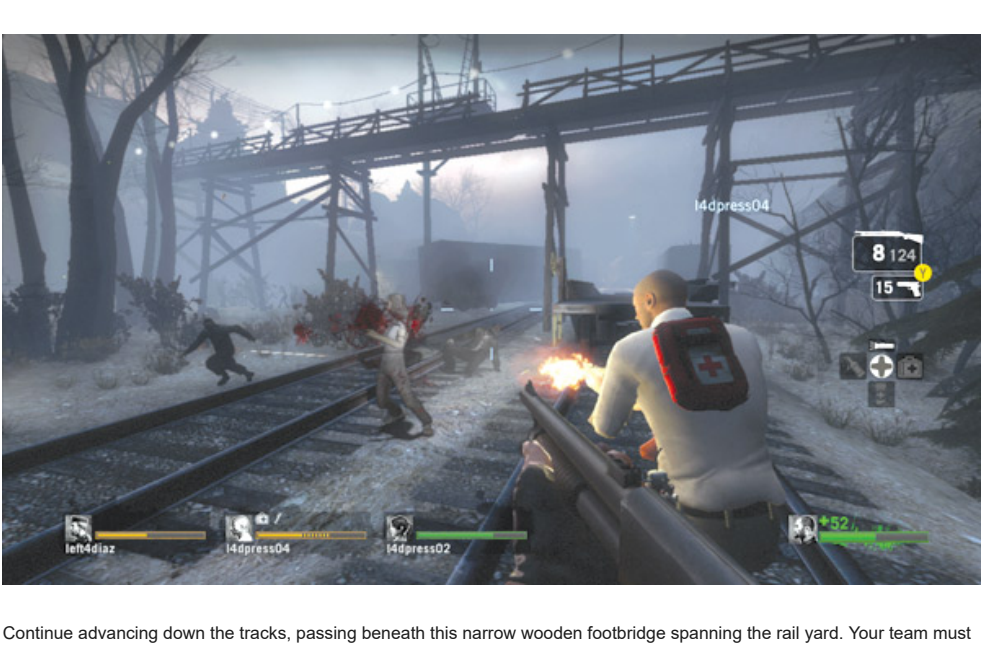
Get out of the tunnel as quickly as possible before any Hunters or Smokers can strike and hinder your team's progress.

Tip



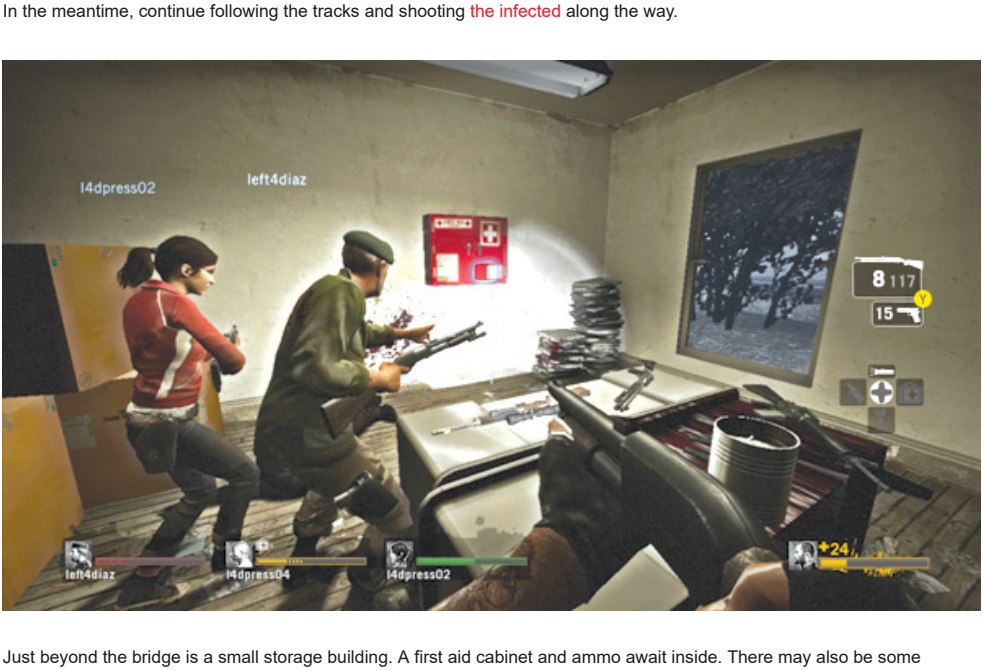
On the right side of the tracks is a small shed containing ammo. Only stop here if any of your teammates are critically low on ammo, more ammo can be grabbed at the storage building on the other side of the yard.

So if you can hold out until then, skip this shed and continue down the tracks.



Continue advancing down the tracks, passing beneath this narrow wooden footbridge spanning the rail yard. Your team must find a way to collapse this bridge, creating a ramp up to the nearby ridge so you can reach the next safe house.

In the meantime, continue following the tracks and shooting the infected along the way.

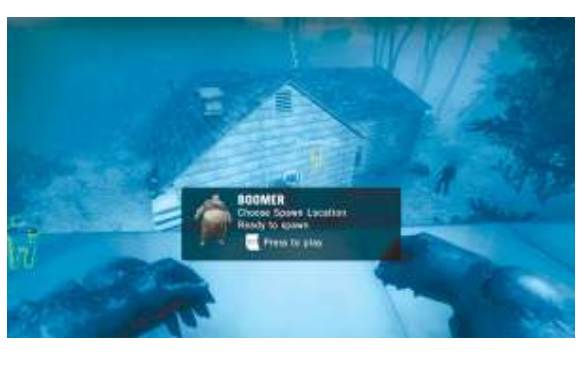


Just beyond the bridge is a small storage building. A first aid cabinet and ammo await inside. There may also be some weapon upgrades on the desk near the ammo.

Your fight in the rail yard is far from over, so consider going heavy on assault rifles to take advantage of their range and rate of fire.

This is also a good spot to heal. Make sure at least two teammates stand watch, covering the windows and doors, as others heal. Even if the doors are shut, the infected can break through with ease. So always be ready for an attack.

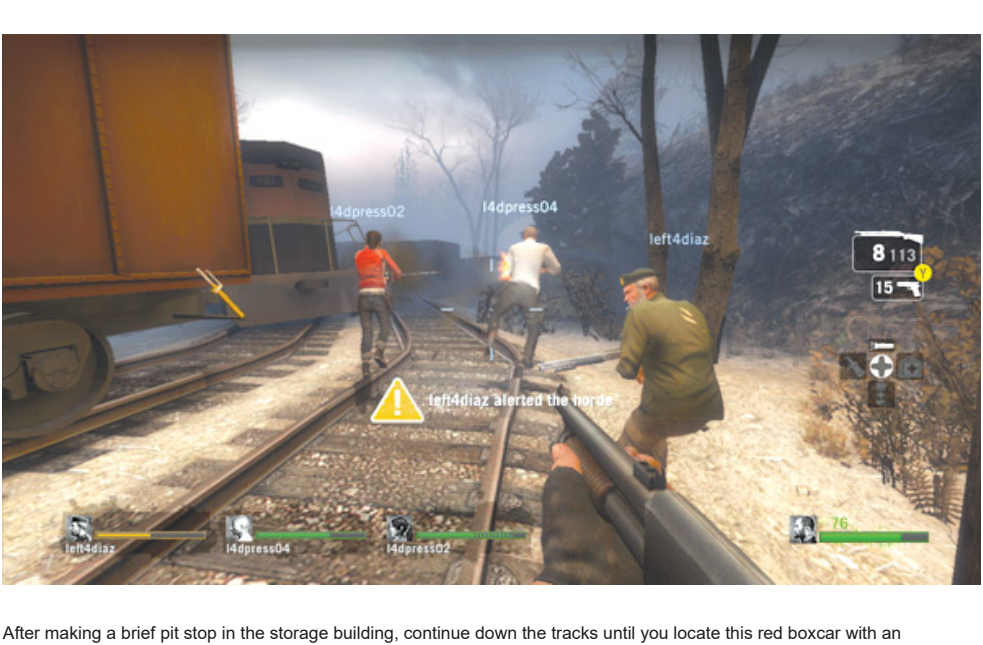
Infected



The rail yard is filled with infected climb points, allowing your team to surprise the survivors from above. Given the supplies offered in the storage building, the survivors almost always stop here to stock up. This makes it a good spot to organize an attack.

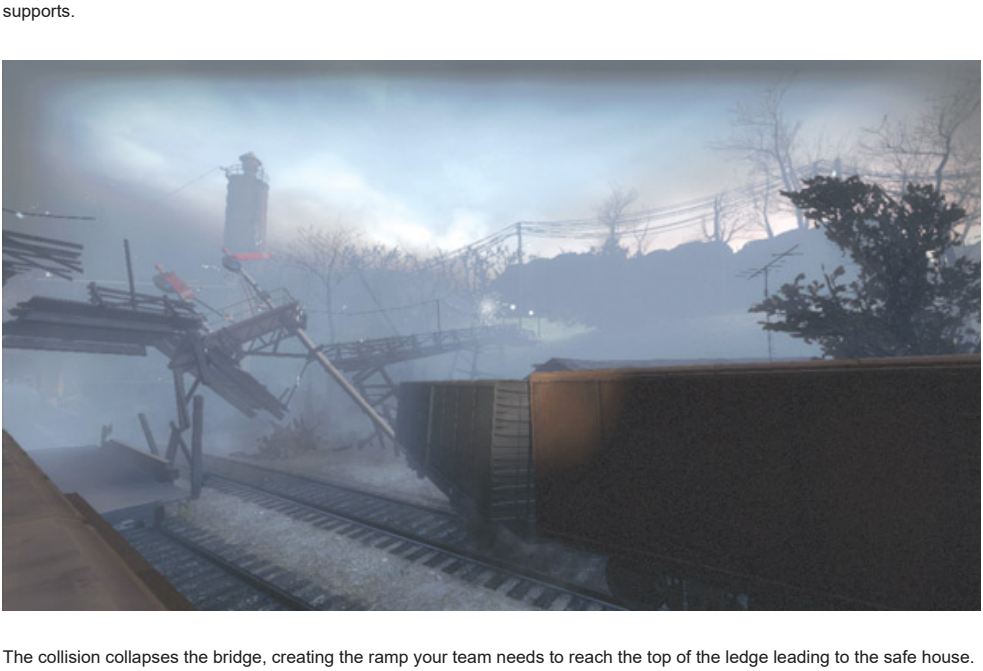
Either hit them before they enter the building (before they can heal) or as soon as they exit. The nearby cliff, boxcar, and even the storage building's roof offer good launch points for your ambush.

If you can't coordinate an ambush here, wait until the survivors trigger the swarm attack by causing the boxcar to crash into the bridge.

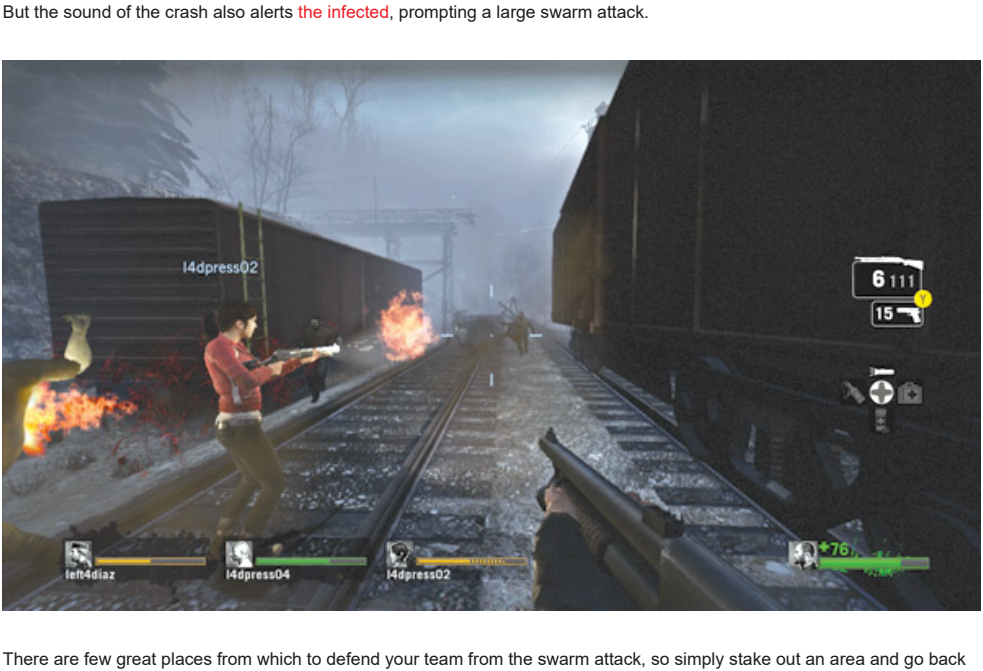


After making a brief pit stop in the storage building, continue down the tracks until you locate this red boxcar with an interactive yellow handbrake.

Release the handbrake to send the car rolling down the tracks and crashing into a derailed boxcar resting on the bridge's supports.



The collision collapses the bridge, creating the ramp your team needs to reach the top of the ledge leading to the safe house. But the sound of the crash also alerts the infected, prompting a large swarm attack.



There are few great places from which to defend your team from the swarm attack, so simply stake out an area and go back to back with your teammates to fend off the attackers rushing from all directions.

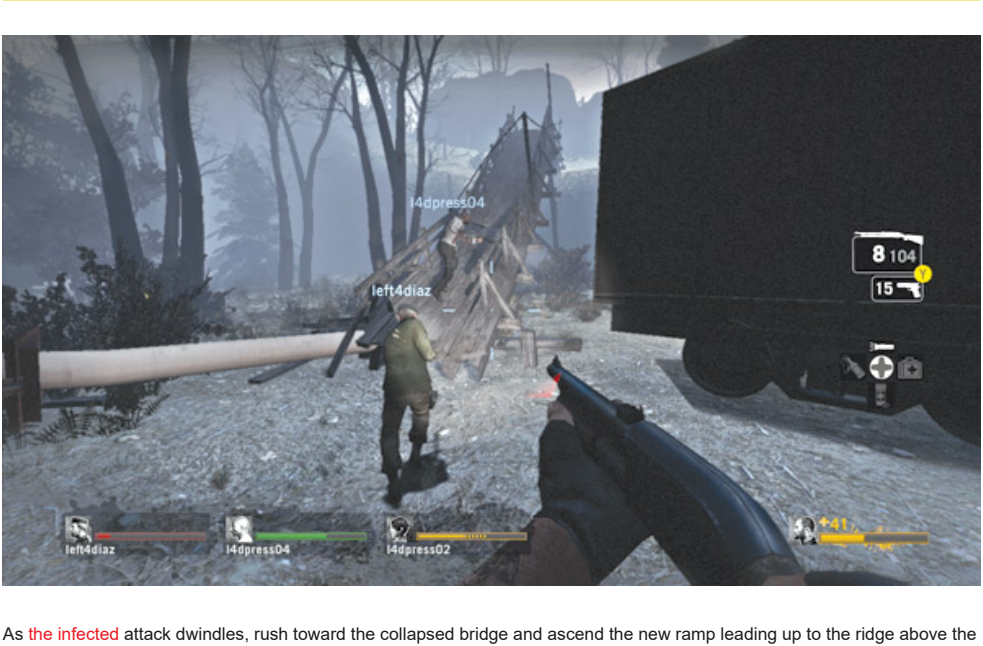
Try setting up between these two boxcars near the bridge to funnel the swarm into two access points. However, the infected can still climb over the boxcars on your flanks and attack from above. But most will stay on the ground and charge directly at you.

You can also try to climb on a boxcar, but doing so makes one of your teammates an easy target for a lurking Smoker.

Infected

The swarm attack marks your team's last best chance at stopping the survivors before they reach the safe house. So don't hold back, but don't rush in as individuals either.

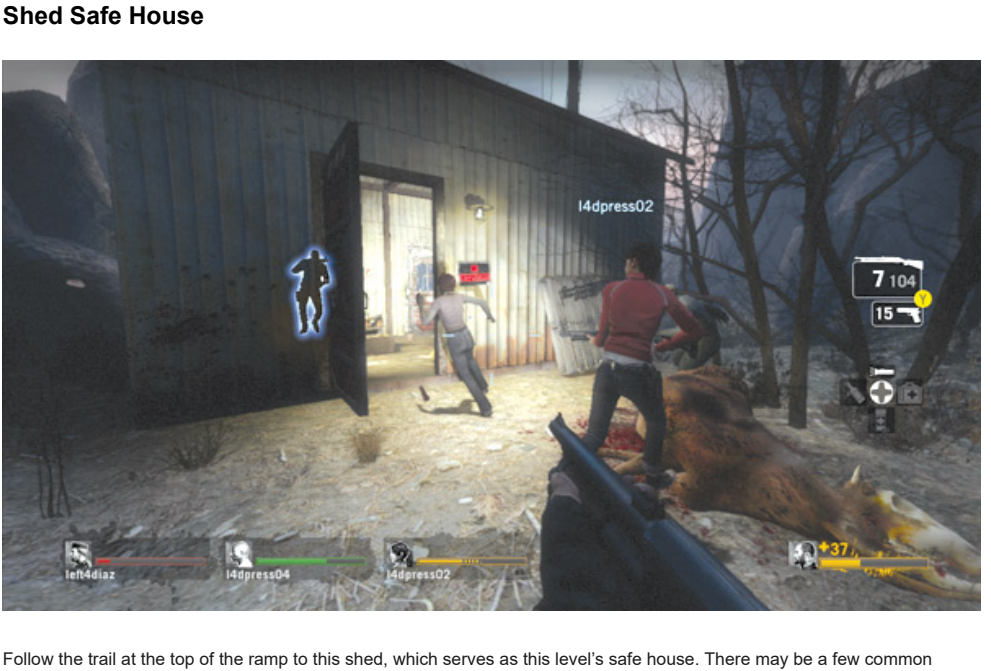
Get the Boomer in close to the survivors to vomit on them or explode nearby. This triggers another swarm attack, prolonging the confusion and giving the Hunters and Smoker a bit more time to coordinate their simultaneous attacks.



As the infected attack dwindles, rush toward the collapsed bridge and ascend the new ramp leading up to the ridge above the rail yard. Keep an eye on your teammates during this advance and make sure everyone makes it to the top.

If you have to backtrack to rescue someone, the infected could stage another large-scale attack, putting your team at considerable risk.

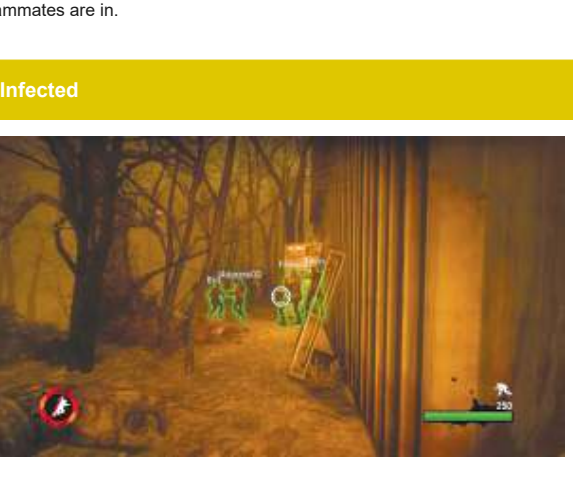
Shed Safe House



Follow the trail at the top of the ramp to this shed, which serves as this level's safe house. There may be a few common infected along the trail and loitering outside the safe house, but don't stop to shoot them.

Keep shooting while moving, stopping only once you're inside the safe house. Any delays here only give the infected bosses more time to regroup and initiate a last-ditch attack. So race inside the safe house and slam the door once all your teammates are in.

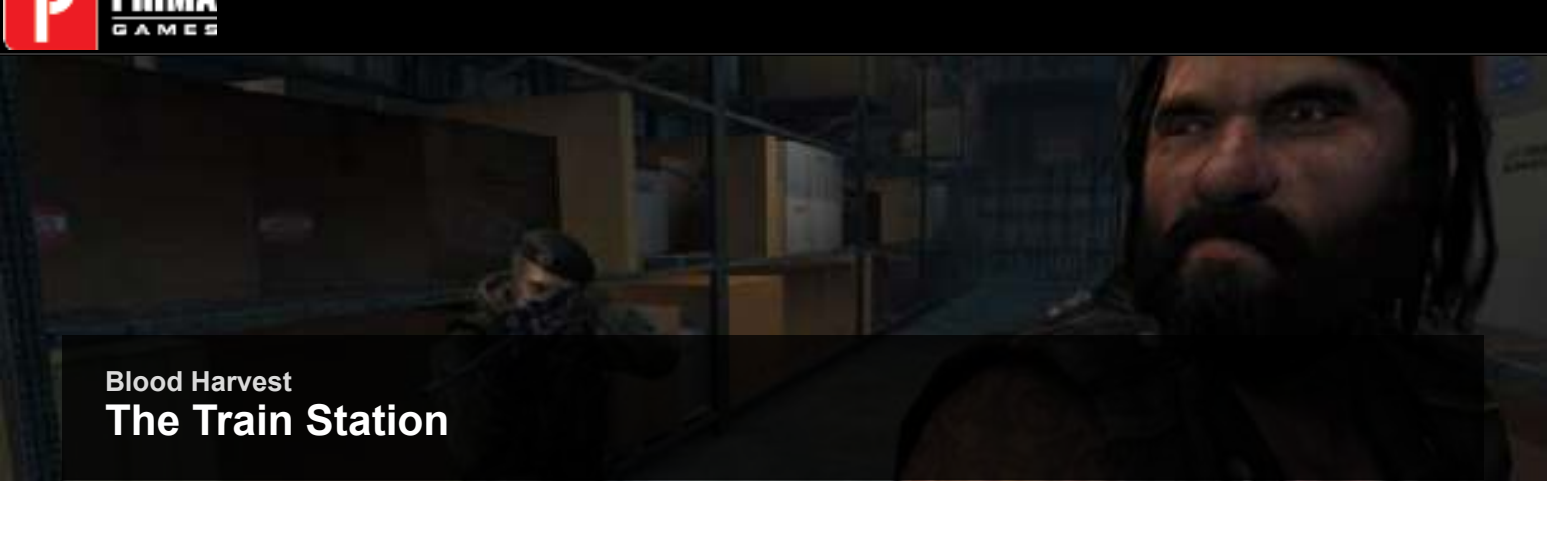
Infected



Don't expect to make much of a dent in the survivors at the safe house. For one, there aren't too many places along the adjoining trail to hide and spawn.

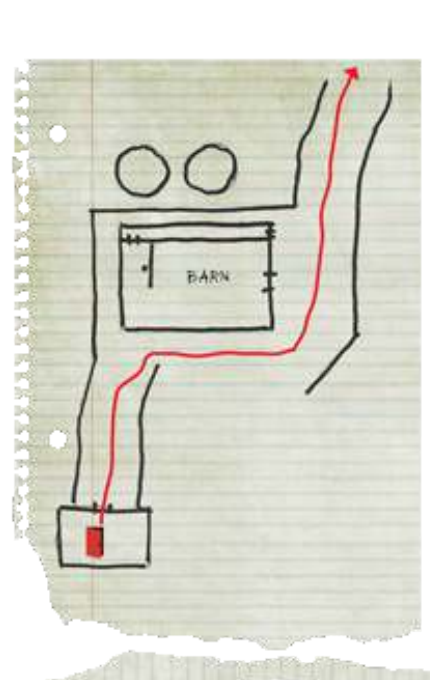
However, you can spawn near the safe house itself and attack the survivors as they rush inside. But unless you're supported by your teammates, it's tough to make an impact at this point.

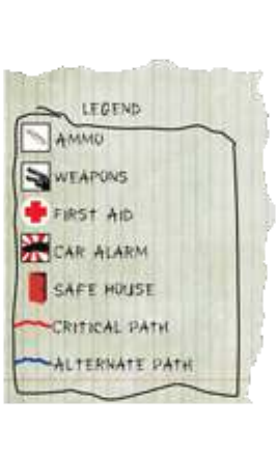
Still, any damage you can dole out on the survivors has a slight impact on their score.

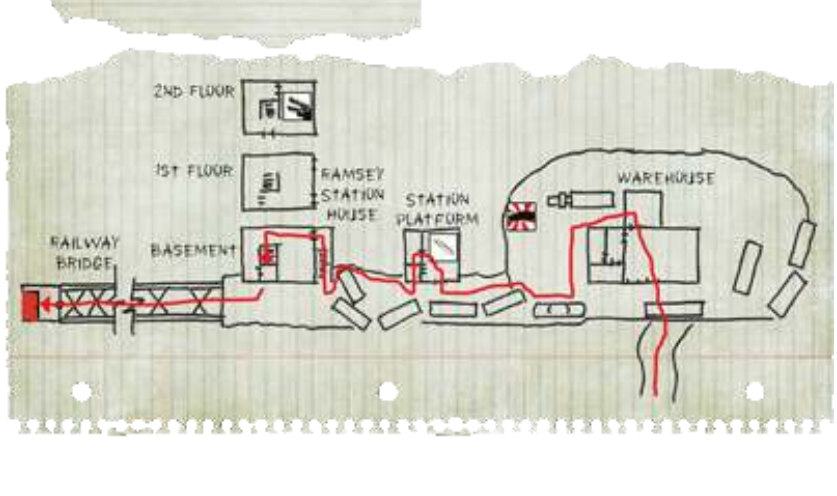


Blood Harvest

The Train Station



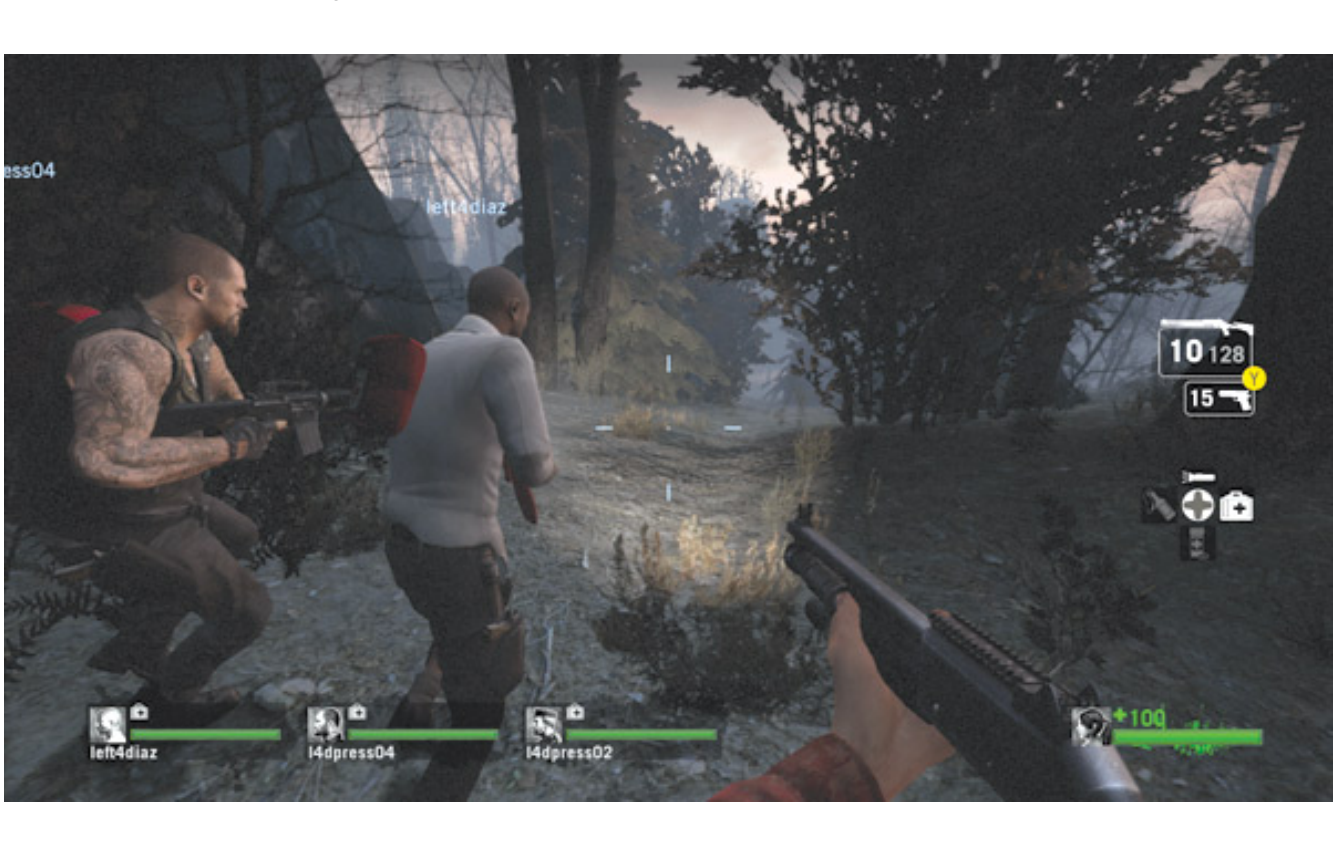




Safe House

Your team has had to deviate from the train tracks once again, due to barricades and other obstacles. But the northern rail line continues not far from this shed, leading directly to the farm.

Before searching for the railway, take a few seconds to stock up on supplies and health in the safe house. There are first aid kits on a shelf and ammo on a green crate in the corner.



On the ground in front of the crate are weapon upgrades. The trek to the next safe house takes your team mostly through large outdoor areas, but there are a few cramped structures as well.

For this reason balance your team's weaponry with two assault rifles and two auto shotguns or two assault rifles, one sniper rifle, and one auto shotgun.

Once your weapons are chosen, check over everyone's health bar and heal up if necessary.

If everyone is healthy and stays that way, your team can blitz through this level in under five minutes. But in order to pull this off, everybody needs to be in top shape. Anyone limping due to injuries can slow the whole team down, giving the infected more opportunities to attack.

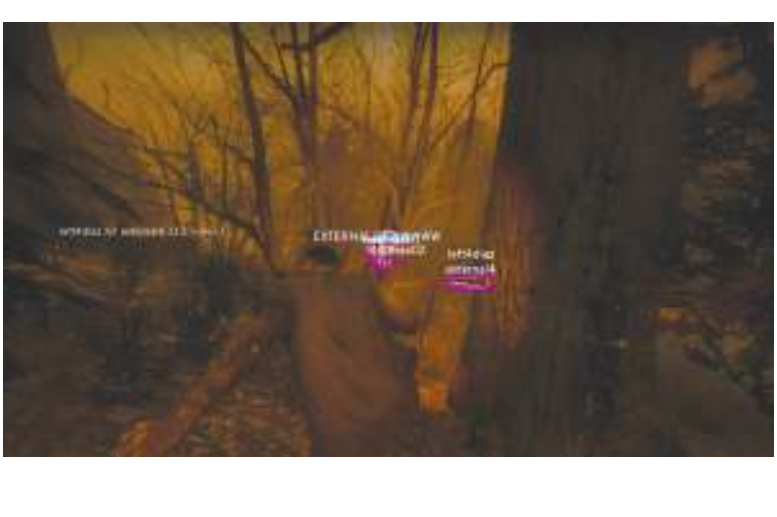
Bunch up at the door as it's opened, and burst out of the safe house like racehorses, charging down the wooded path.

The trail outside the safe house is flanked by dense trees, providing the infected with ideal cover and concealment. So maintain a quick pace through this area and keep an eye on your teammates.

Hunters leaping from the trees are very common, so be ready to fight them off your teammates with melee strikes. Also listen for a Boomer lurking nearby and don't let him hit you with vomit.

A swarm attack here could seriously slow your team down, allowing the other bosses to coordinate an ambush.

Infected



While the survivors take their time gearing up in the safe house, quickly coordinate an ambush outside. Have the Hunters and Smoker hide in the trees along the trail while the Boomer hides near the safe house door.

The Boomer is key to this ambush, so it's important he spawns before the survivors exit the safe house. As the survivors exit, the Boomer should rush them at the open doorway, attempting to vomit on all four as they exit.

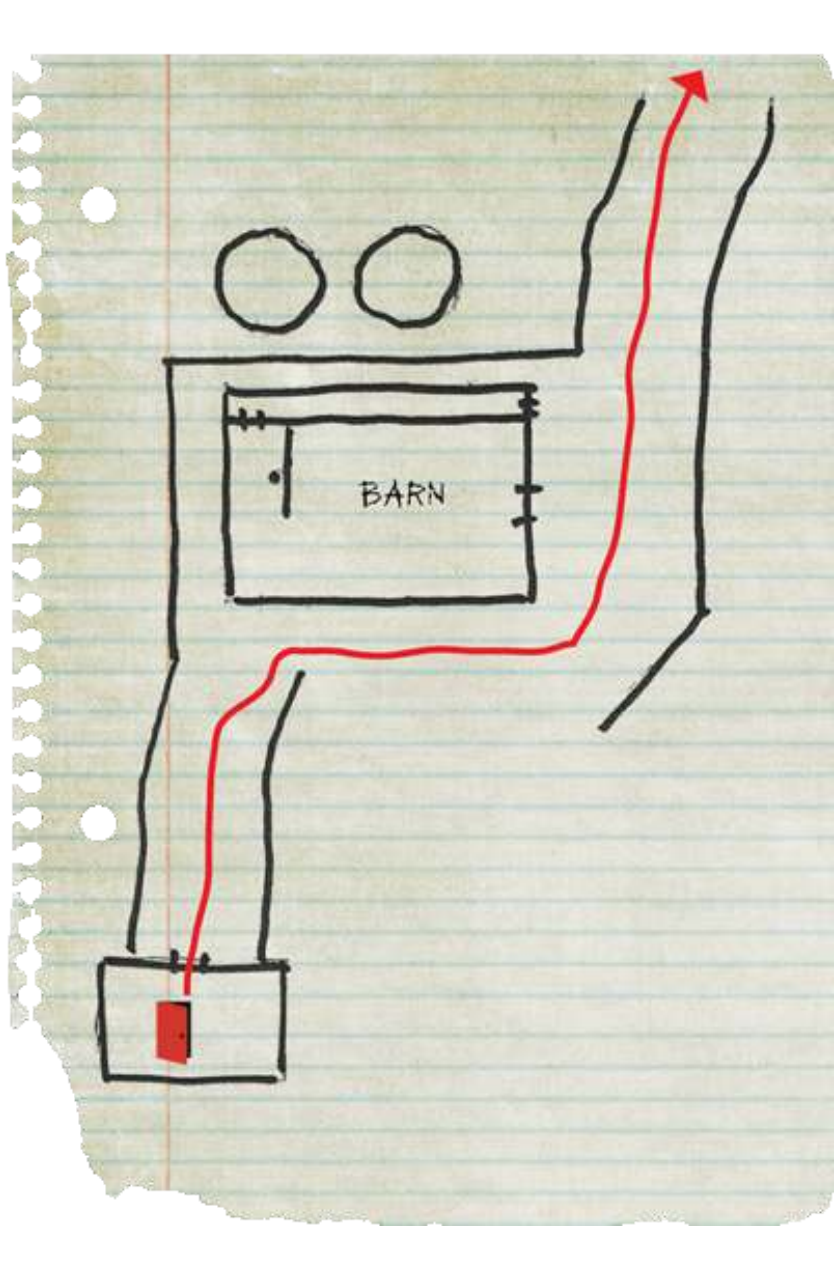
Even if the Boomer misses, there's a chance one of the survivors will shoot him, coating everyone in bile and triggering a swarm attack.

This is the cue for the Smoker and Hunters to attack from the trees, while the survivors' vision is blurred by bile.

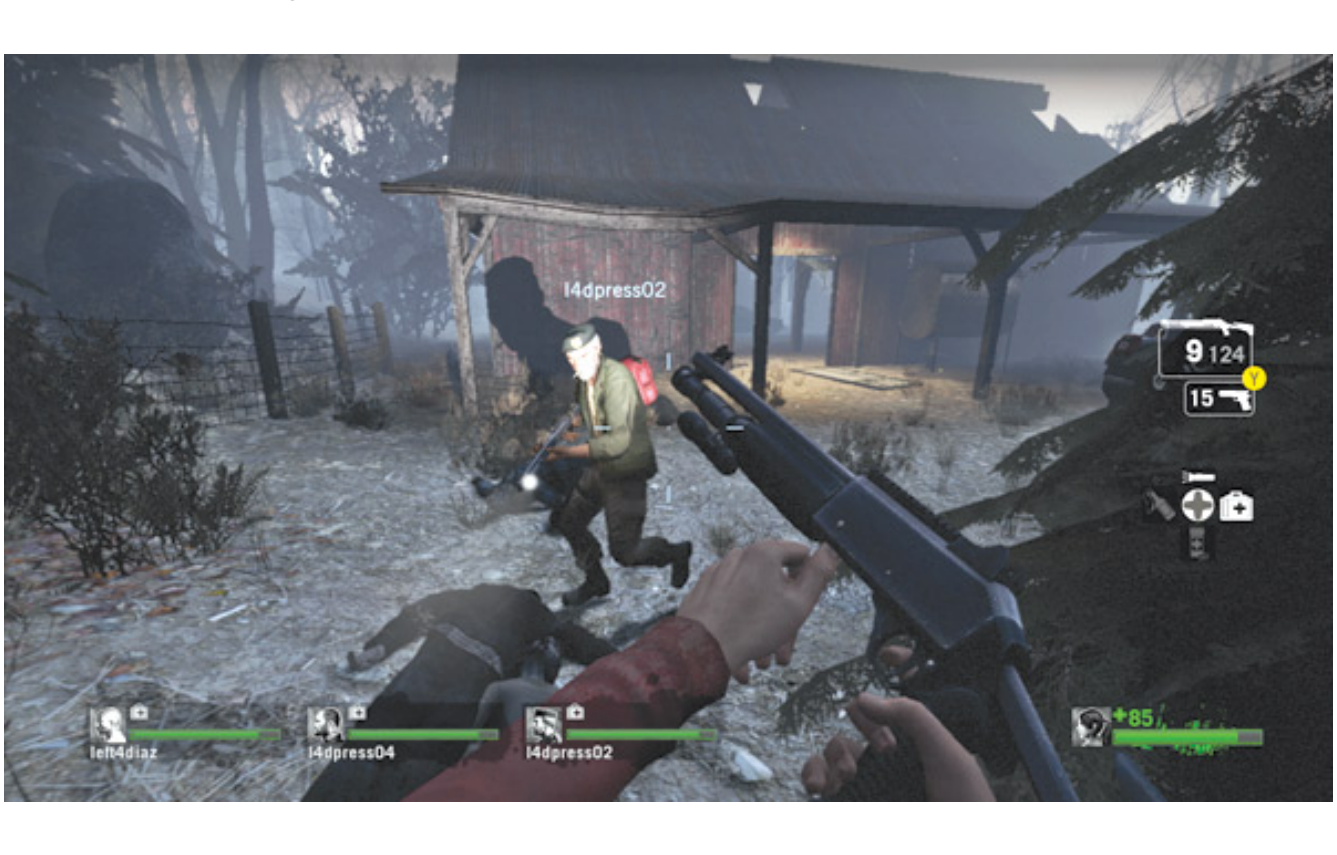
The common infected rushing to the site only add to the confusion and can help the Hunters pummel the pinned survivors. Meanwhile, the Smoker can drag one of the survivors off into the woods for an attack.

If everything goes well, there's a chance you can cripple the opposing team as soon as they exit the safe house. At the very least, you'll injure a few of them.

Barn

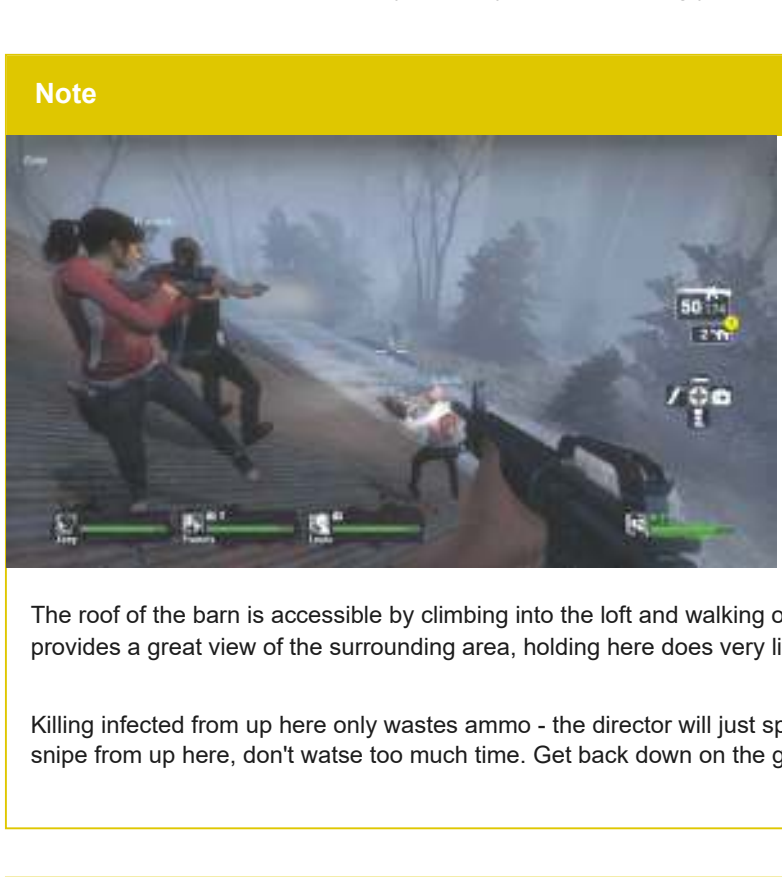


A large red barn is located along the trail, only a short distance from the safe house. If your team is still healthy, don't stop here or enter. Keep pushing down the trail toward the warehouse.



If the infected didn't attack you outside the safe house, they're probably waiting to ambush you here. While there may be some useful supplies in the barn, they're simply not worth putting your team at risk, so keep moving.

Note



The roof of the barn is accessible by climbing into the loft and walking out the opening in the roof. While the roof provides a great view of the surrounding area, holding here does very little for your team.

Killing infected from up here only wastes ammo - the director will just spawn more and more. SO while it may be fun to snipe from up here, don't watse too much time. Get back down on the ground and move out.

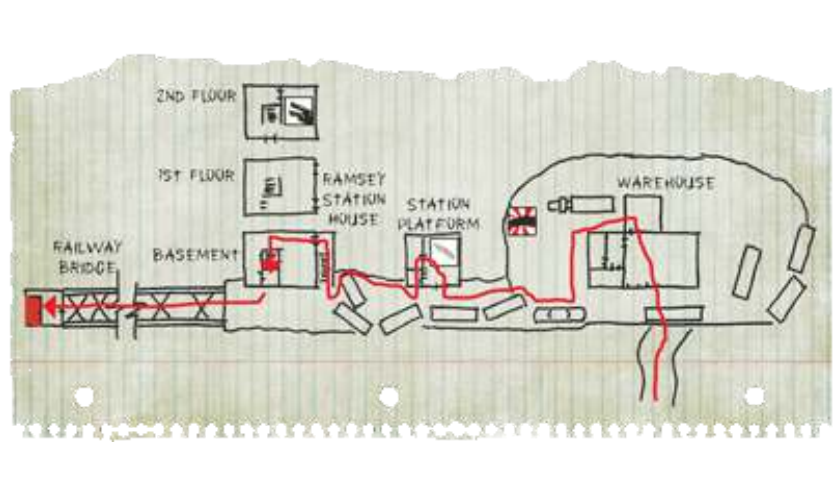
Infected

The barn offers a variety of ambush opportunities, particularly for Smokers and Hunters positioned on the roof or in the loft.

Survivors almost always pass through the barn, giving your team the perfect chance to attack and pick off supply-hunting stragglers.

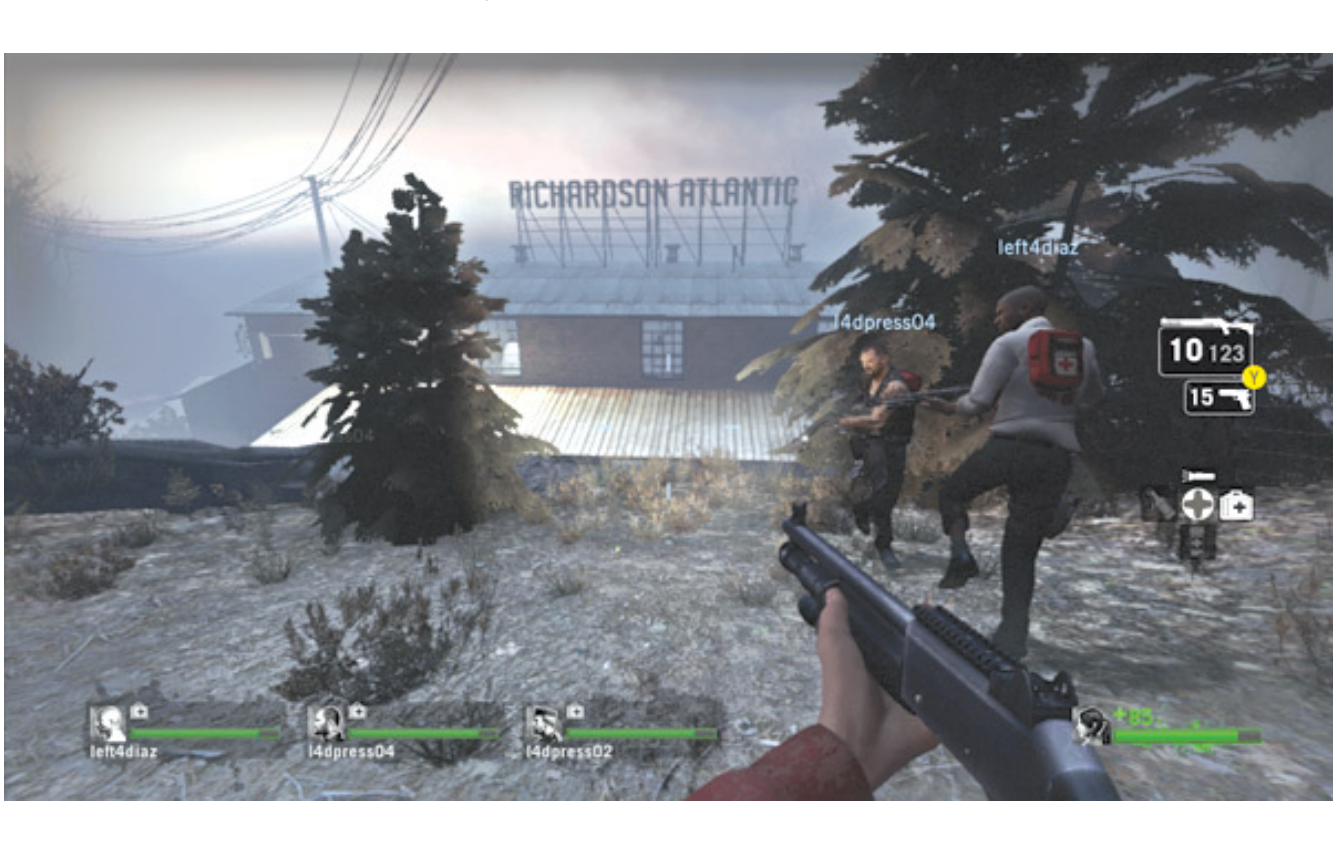
If your team gets a Tank here, a small skirmish could turn into an all-out battle for survival. Use the Tank to distract the survivors on the ground while the Hunters and Smoker attack from the barn's roof.

Warehouse



The path beyond the barn leads to the Richardson Atlantic warehouse. To reach the warehouse your team must either drop onto the nearby train tracks or hop across to the awning.

This is a critical transition that could potentially strand a pinned or incapacitated teammate back on the trail.



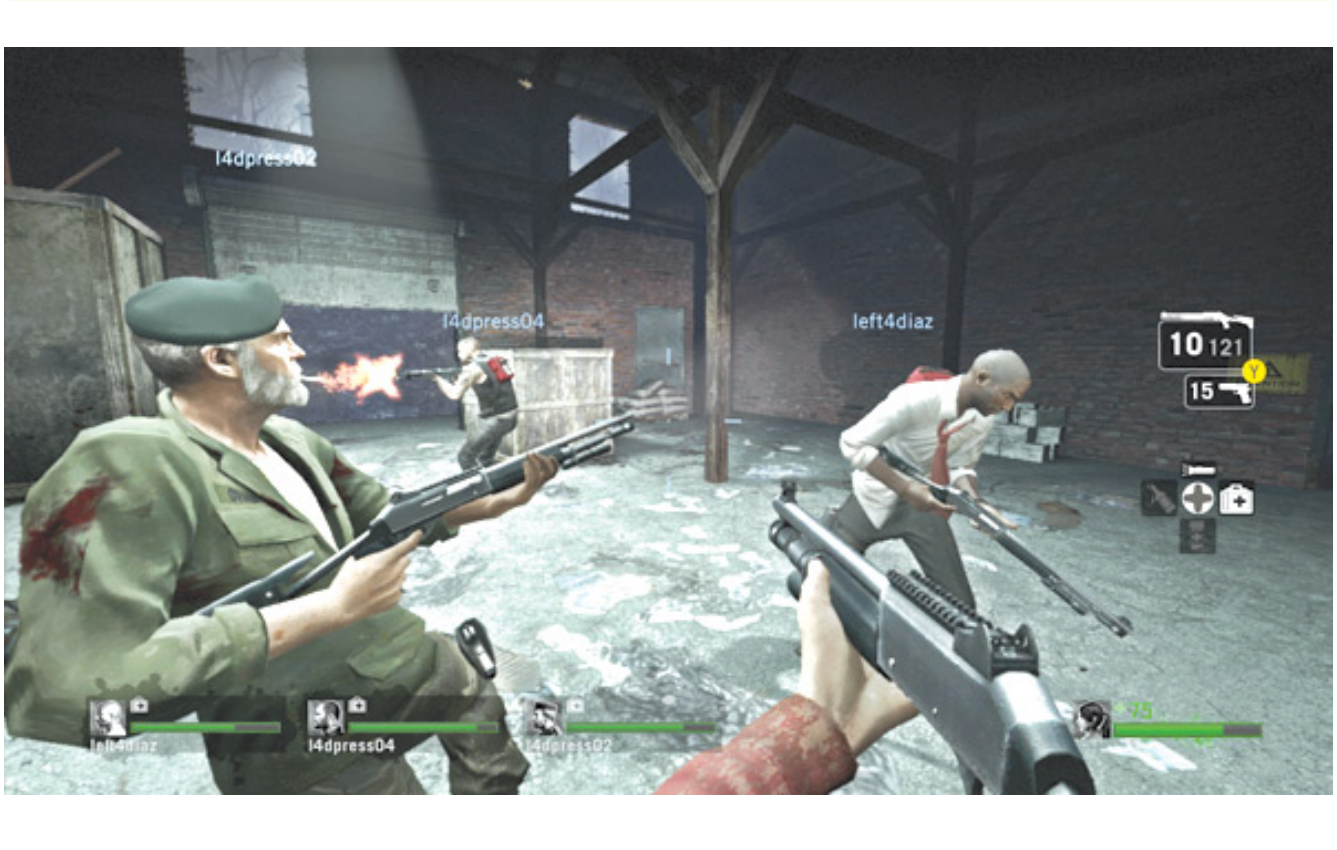
So make sure your team is all together before jumping or dropping at this point. For best results, jump across to the awning and then pass through one of the warehouse's upper windows to enter the building.

Infected

Try to attack the survivors at the drop-off point by the warehouse. If possible, pin or snare a straggler on the trail if the rest of the survivors have already dropped down onto the tracks or into the warehouse.

Even if that isn't possible, the tracks below the drop-off point are an excellent ambush spot, especially if your team spawns a Tank about this time.

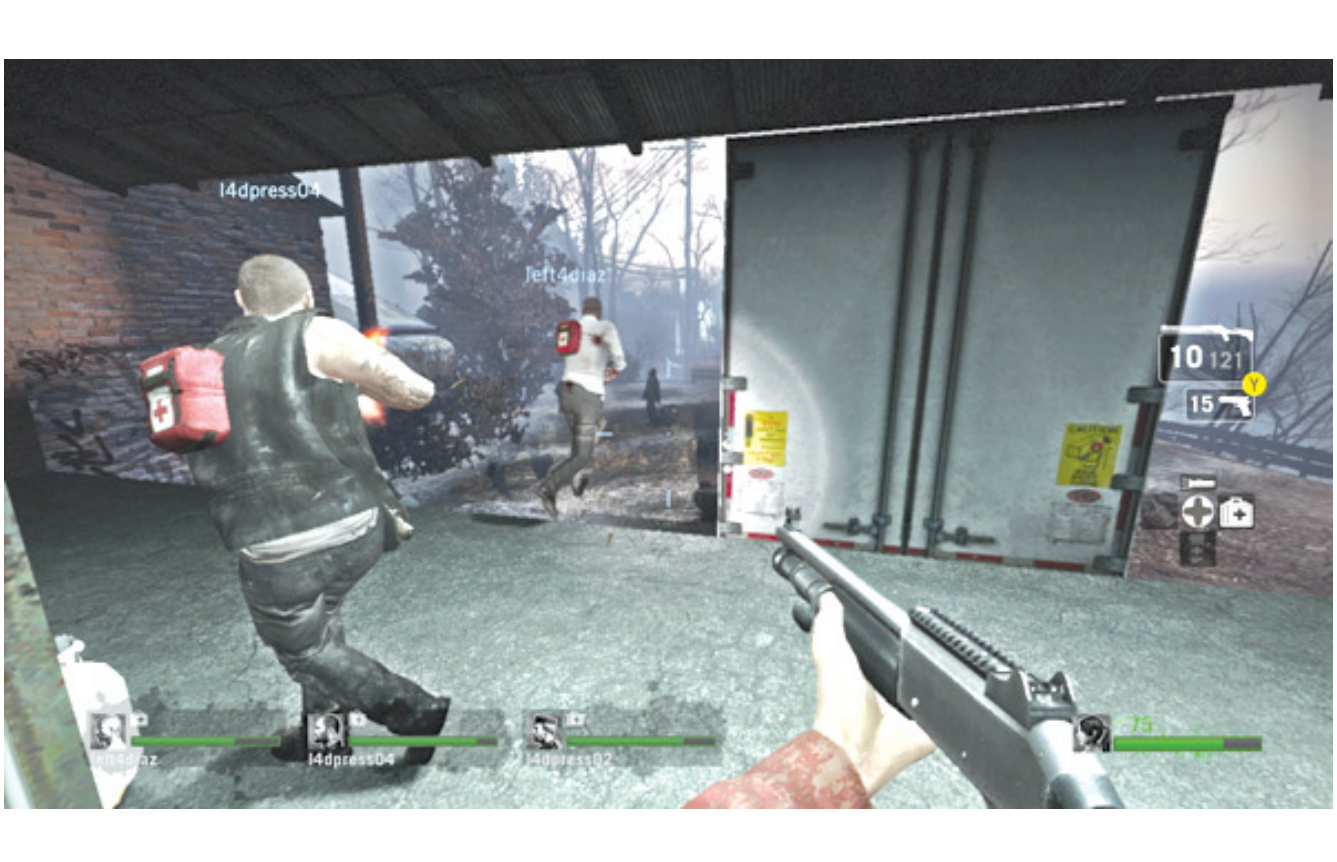
Have your Hunters and Smoker attack from the warehouse rooftop while the Tank diverts the survivors' attention.



From the rooftop's awning, drop through one of the windows down onto the warehouse floor. If possible, avoid the tracks near the drop-off point.

The interior of the warehouse gives your team a bit more space to maneuver and there are far fewer obstacles to obstruct your line of sight, allowing you to support your teammates at all times.

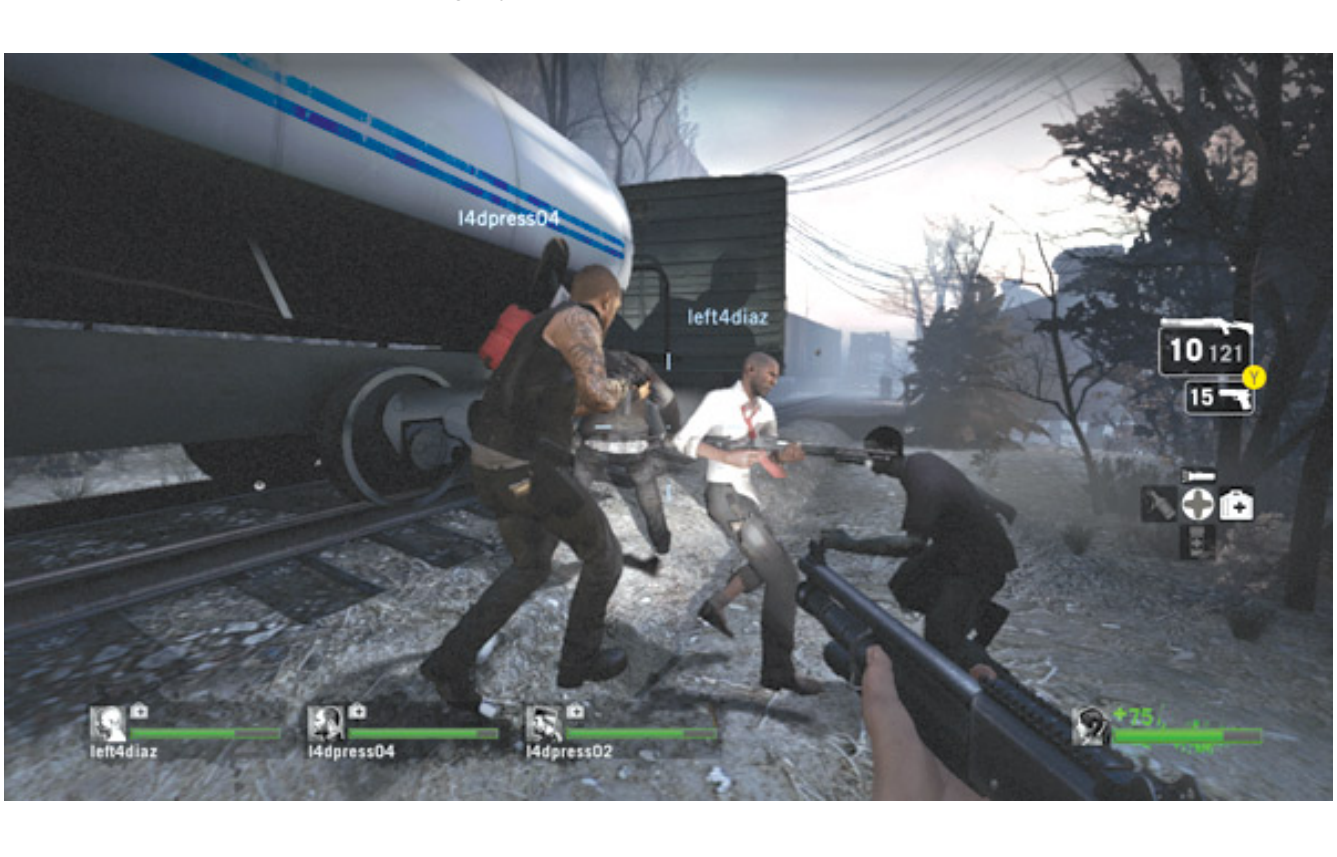
But the warehouse probably won't be empty, so be ready for a fight, with common infected and bosses rushing in through the various entrances and windows.



Don't linger on the warehouse floor too long. Proceed to the nearby loading dock and head outside. Watch your fire around the red sedan parked outside—it's equipped with an alarm.

Triggering the alarm and dealing with the subsequent swarm attack could seriously delay your team, giving the infected bosses a chance to organize a coordinated ambush.

So steer clear of the car and avoid shooting any infected near it.



After exiting the warehouse, make a hard left and advance toward the train tracks, near this white tanker car. Once you're back on the tracks, follow them toward the station just ahead.

Be careful while traversing this narrow path; infected can attack through the trees on the right as well as from the top of the train cars to the left. Speed is the best defense here, so stay together and keep moving.

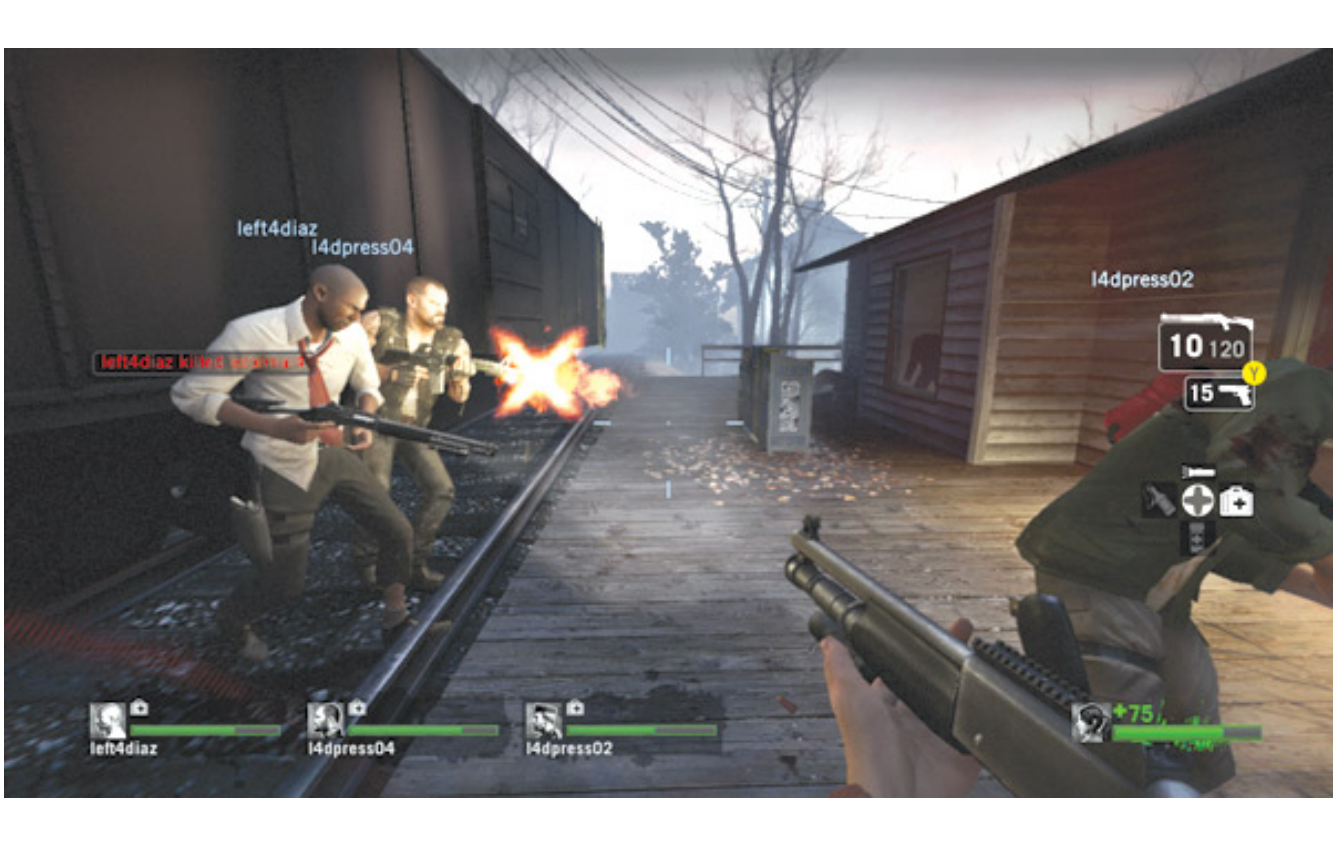
Infected

At the train tracks beyond the warehouse, try to herd the survivors along separate sides of the tracks.

The cars on the tracks act as barriers, preventing the survivors from supporting each other, making it an excellent area for Hunters to isolate loners.

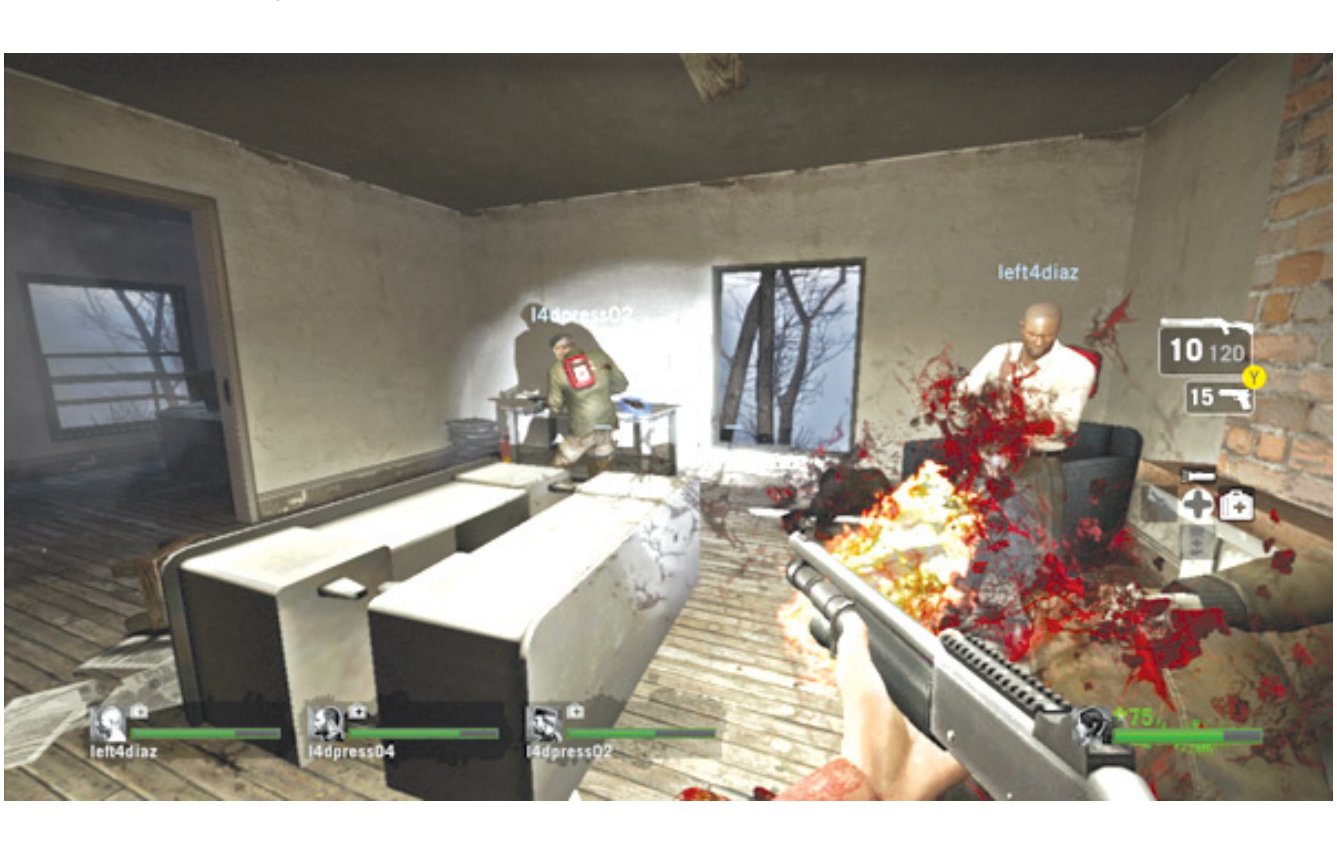
If you can pin a survivor on one side of the tracks, it may take several seconds before your victim's teammates can move around or climb over the cars to attempt a rescue.

Station Platform



Farther down the tracks from the warehouse is this small station platform with an attached building.

Approach the building from the tracks and stay on the wooden platform on the front side of the structure—don't attempt to travel beneath the building on the steep hillside.

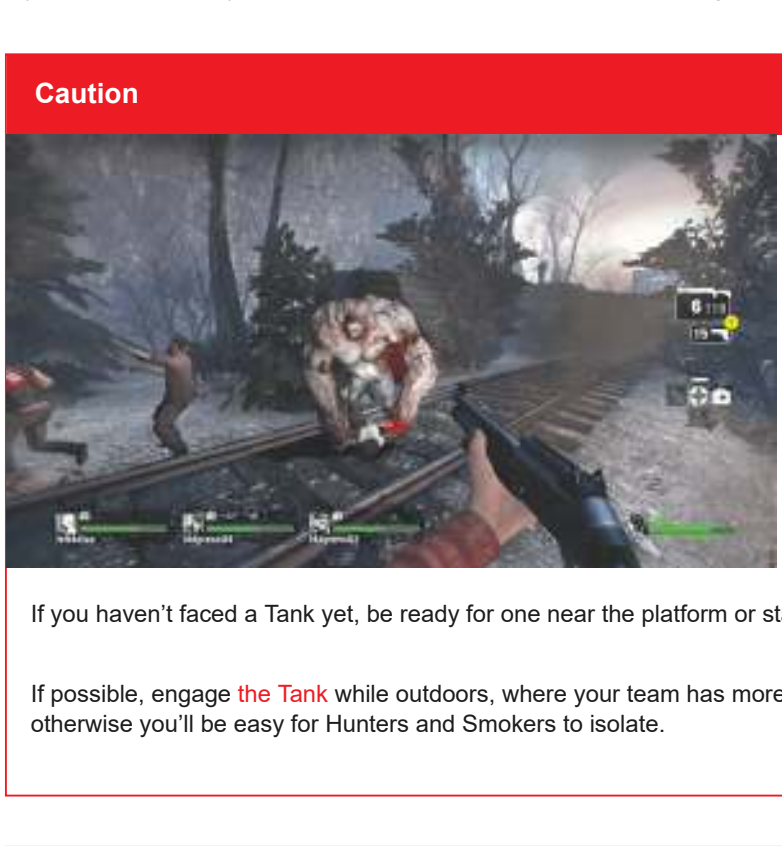


Stopping here isn't necessary, but it can be a good place to grab some ammo and heal. In some instances there may be weapon upgrades inside.

If stopping inside, make sure a couple of teammates cover the station's entrances and windows at all times. But don't spend too long here, as it only gives the infected more time to organize and prepare an ambush outside.

If your team is healthy and well stocked on ammo, consider skipping this stop altogether.

Caution



If you haven't faced a Tank yet, be ready for one near the platform or station house.

If possible, engage the Tank while outdoors, where your team has more room to maneuver. But try to stick together, too, otherwise you'll be easy for Hunters and Smokers to isolate.

Infected

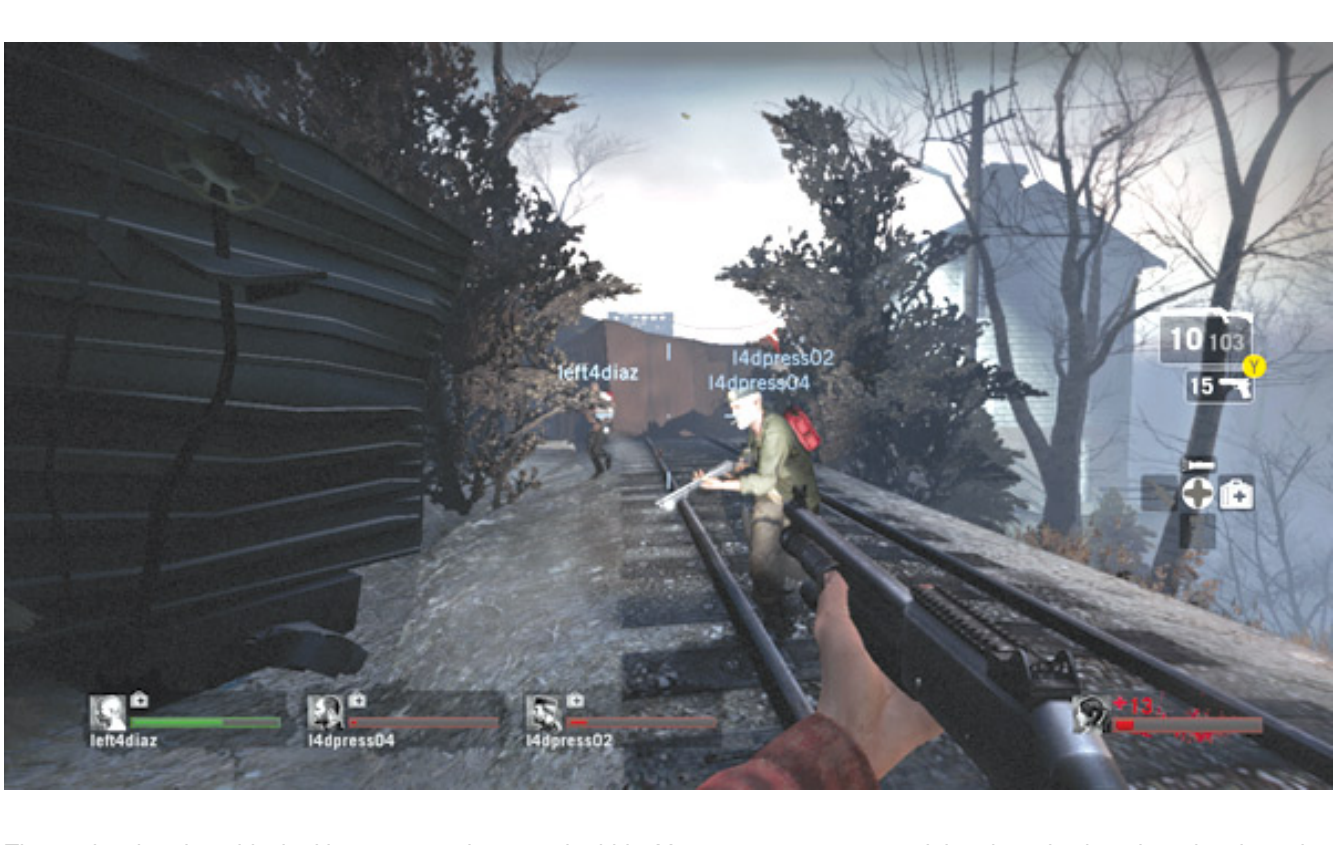
The station platform is another great place for a coordinated ambush. The area beneath the structure is accessible and a great place to force the survivors into.

This area is dark and tough to navigate thanks to the steep slope of the hill and the wooden supports holding up the structure.

A Smoker positioned down here can drag a survivor beneath the structure for a pummeling, prompting the rest of the survivors to respond.

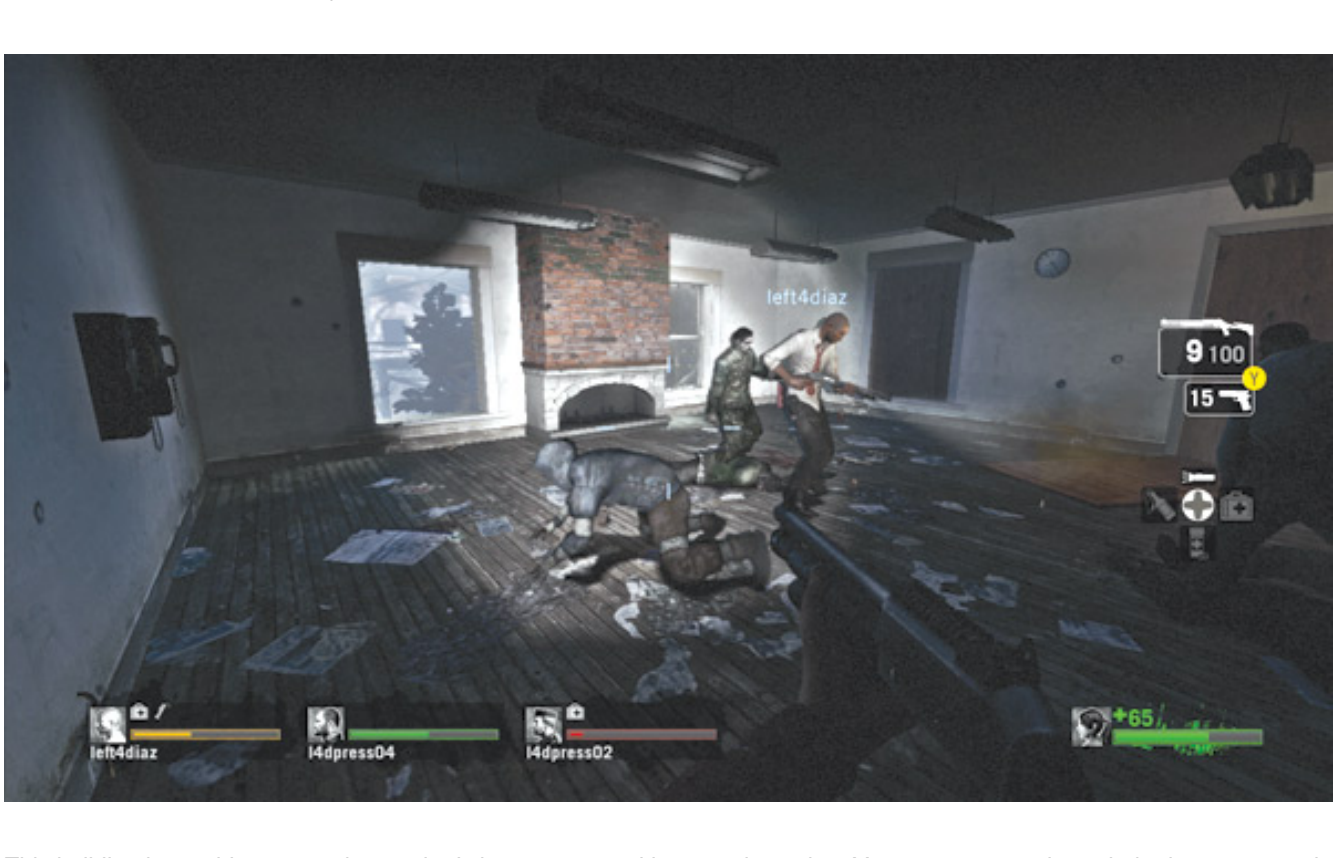
But this is mere bait for the Hunters and Boomer, waiting to strike as the survivors leave the relative safety of the platform.

Ramsey Station House



The tracks ahead are blocked by overturned cars and rubble. Your team can get around the obstacles by advancing through the nearby station house. So turn right at the blockage on the tracks and descend the narrow set of steps leading into the basement.

Stay together and keep an eye on your teammates. Someone who lags too far behind can fall victim to infected outside while the rest of the team has already entered the station house.

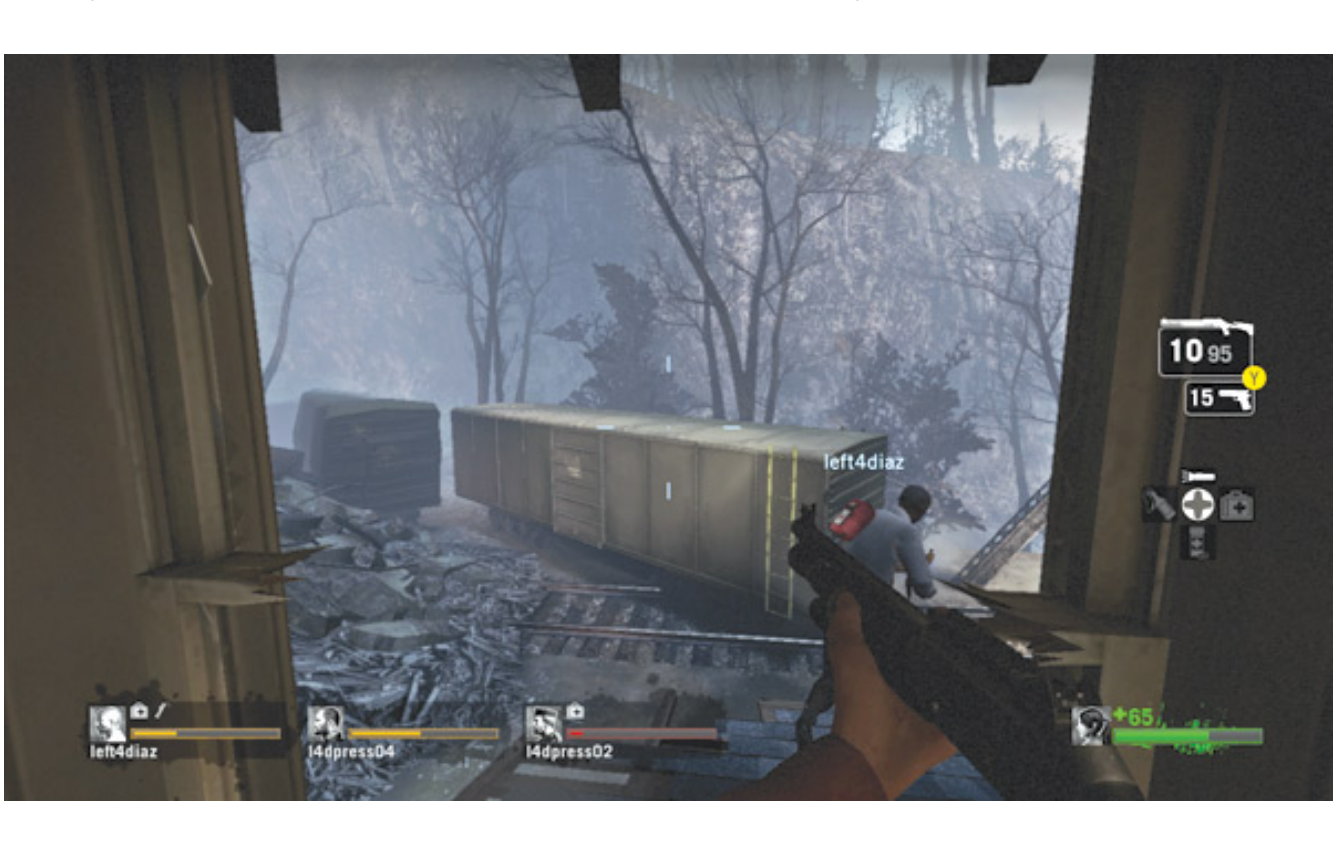


This building is an old two-story house that's been converted into a train station. Your team enters through the basement and must ascend to the second floor to get out and return to the train tracks.

Dash through the blood-smeared basement as quickly as possible, shutting the door behind you and blasting any infected inside. Continue up the basement stairs to the first floor.

This is a particularly dangerous floor because the infected can attack from multiple directions, including up the steps from the basement, through the various windows, and down the stairs from the second floor.

So limit your exposure on the first floor and proceed to the second floor as quickly as possible.



At the top of the steps on the second floor an open window leads outside. Don't leap out just yet; wait until your team is together and make the leap in quick succession.

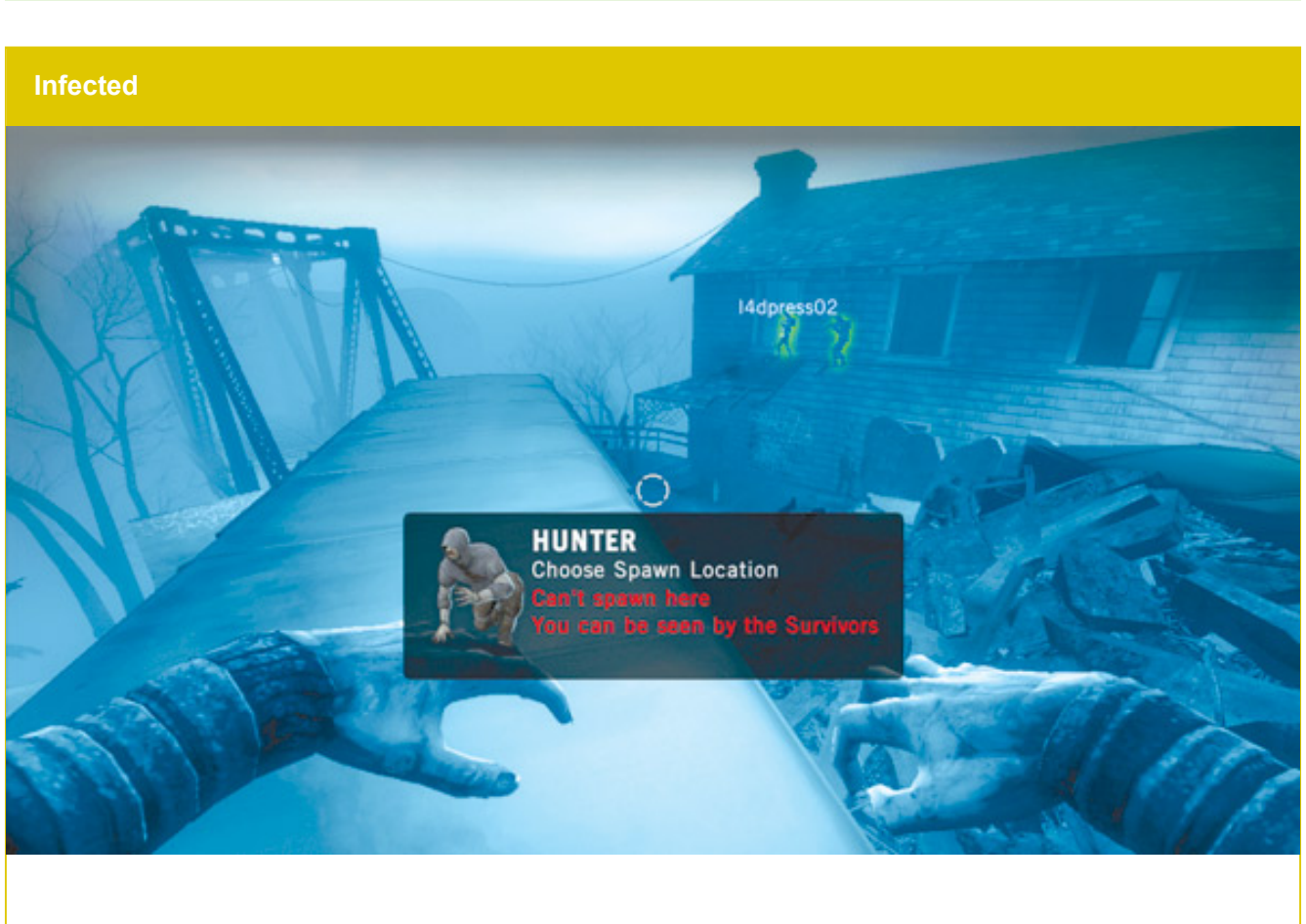
This is another critical elevation transition. A single teammate left in the house is easy prey for Hunters or Smokers. And with no way back inside the house, the teammates outside can't come to the rescue of someone pinned, snared, or incapacitated.

So make sure everyone leaps out the window together.

Tip

Before leaping out of the window on the second floor, check the adjoining room, there may be weapon upgrades inside.

Infected



HUNTER
Choose Spawn Location
Can't spawn here
You can be seen by the Survivors

The elevation transition between the house's second floor and exterior is the last good ambush point on this level. The chances of the survivors getting separated here is great, making your team's job much easier.

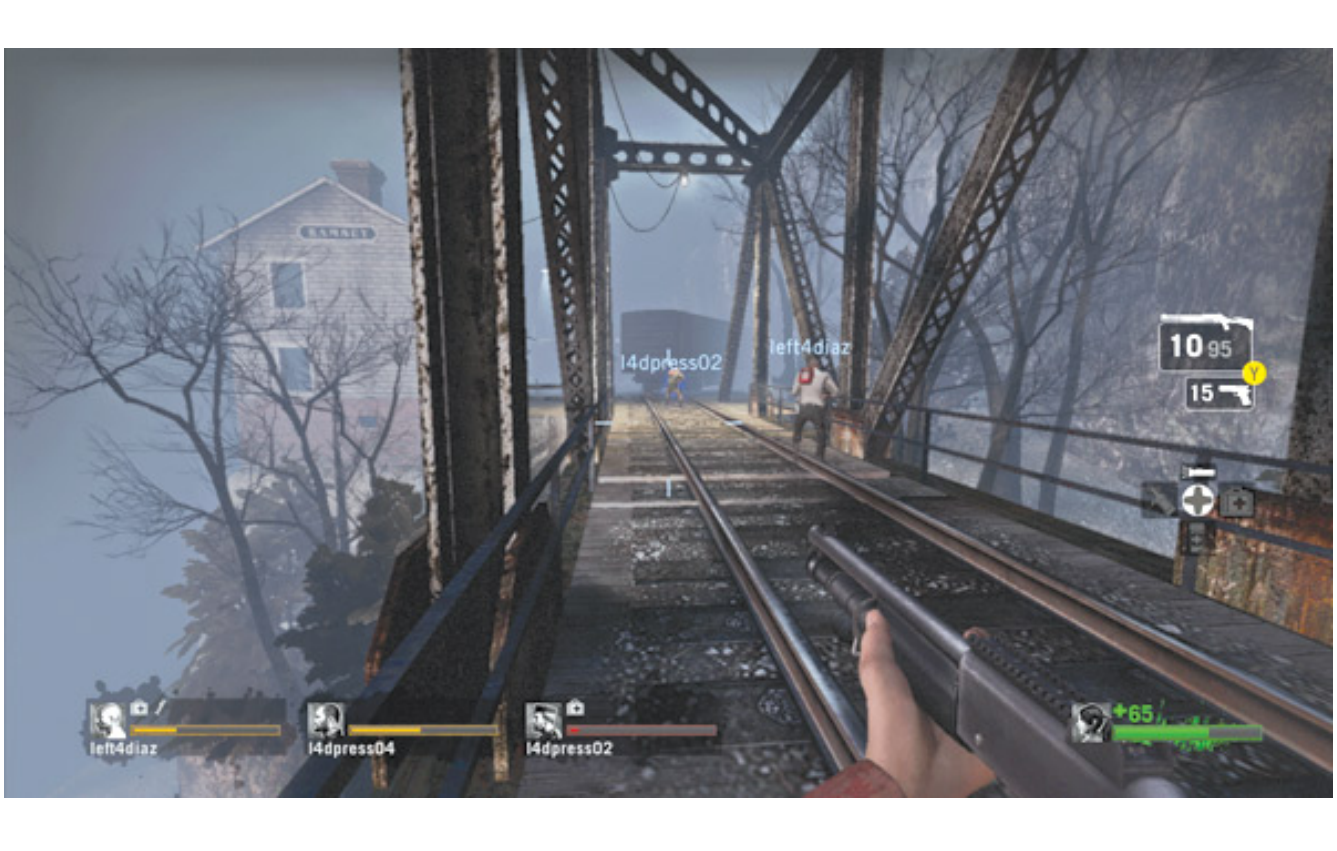
Position a Boomer and a Hunter outside the house and a Hunter and a Smoker inside the house. Remain in constant contact and attack as soon as the first one or two survivors drop through the second-floor window down onto the tracks near the bridge.

The Hunter and Boomer can harass the survivors outside, but it's the Smoker and Hunter inside that can really dish out the damage, especially if they each attack a separate survivor.

If they each pin or ensnare a survivor, there's no way for the other survivors outside to come to the rescue.

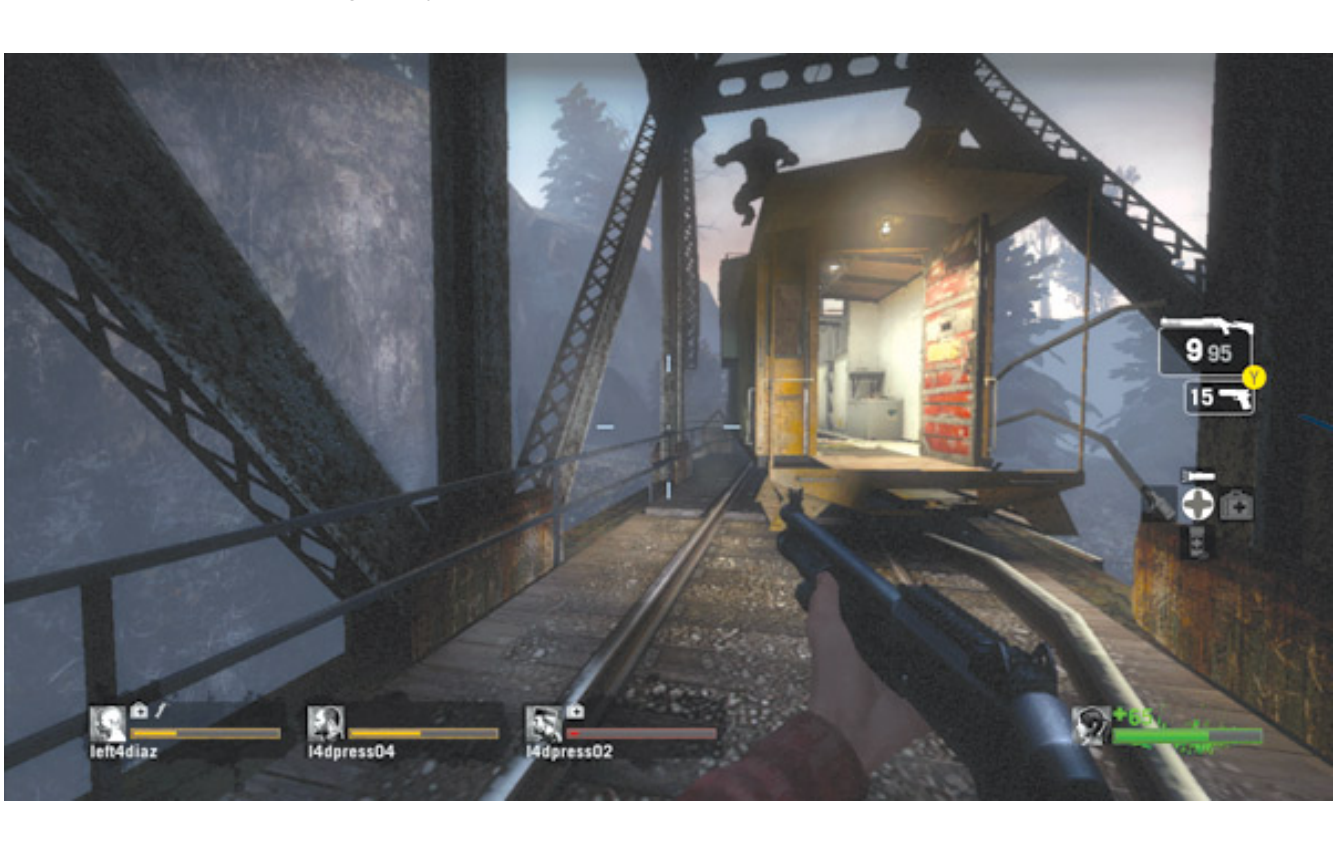
Killing two or even one survivor in this fashion can have a big impact on the final score, particularly in a close match.

Caboose Safe House



Upon exiting the station house, dash across the nearby railway bridge, heading toward the caboose safe house at the far end. There are infected climb points on the bridge's supports near the house, so watch out for Hunters leaping from above.

The sides of the bridge are completely secure, but infected spawning near the house can still chase after you. So backpedal toward the safe house while firing on any pursuers.



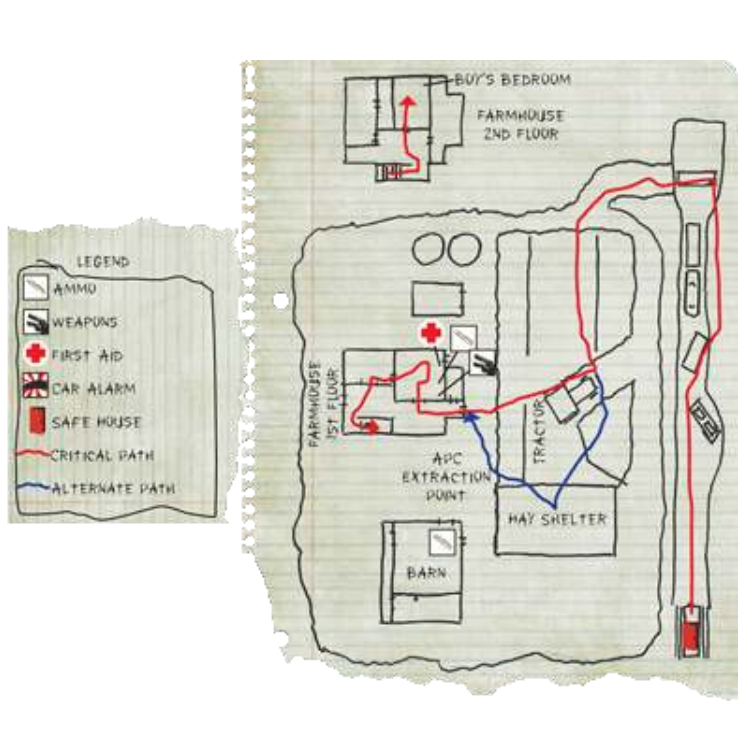
As you get near the safe house, watch out for more infected spawning on top of or behind the caboose. Hunters or Smokers making a last-ditch attempt to stop your team often wait on top of the caboose and attack as your team approaches.

Such attacks are easily defeated, but make sure everyone sticks together in case someone becomes pinned or ensnared.

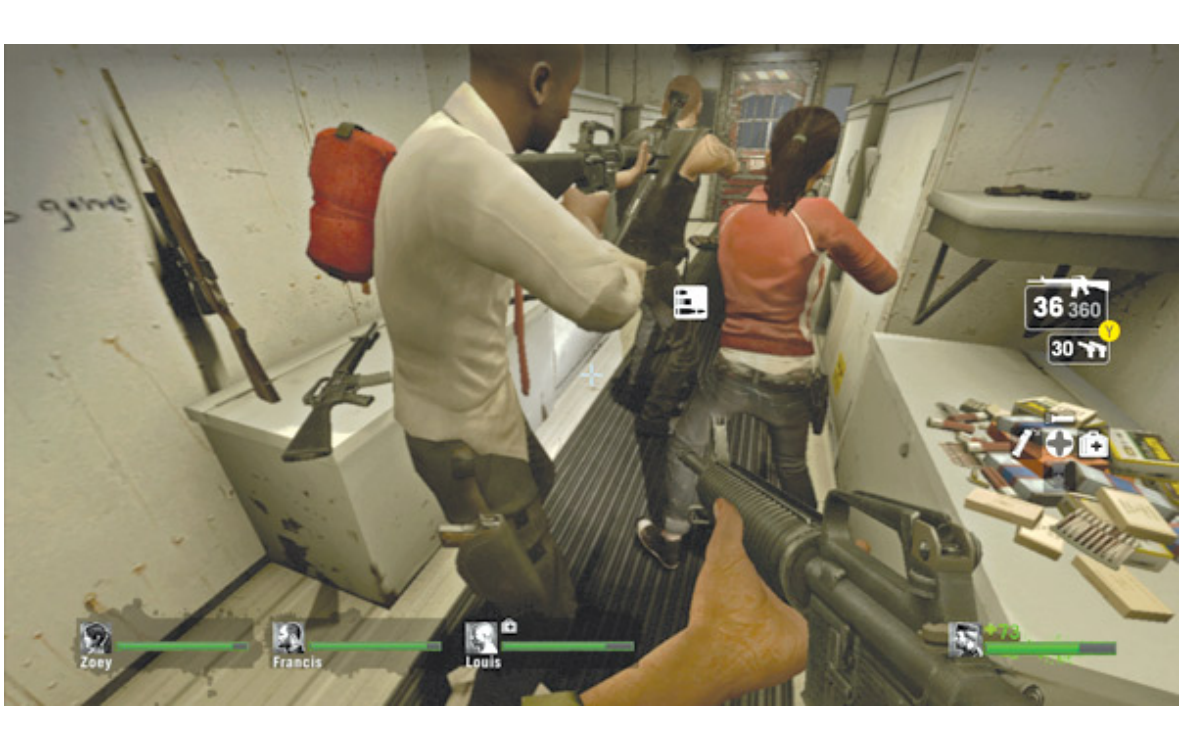
Enter the caboose and shut the door once your team is inside to prevent any further attacks. You're close to the farm now, but the journey is far from over…

Blood Harvest

Farmhouse Finale



Safe House

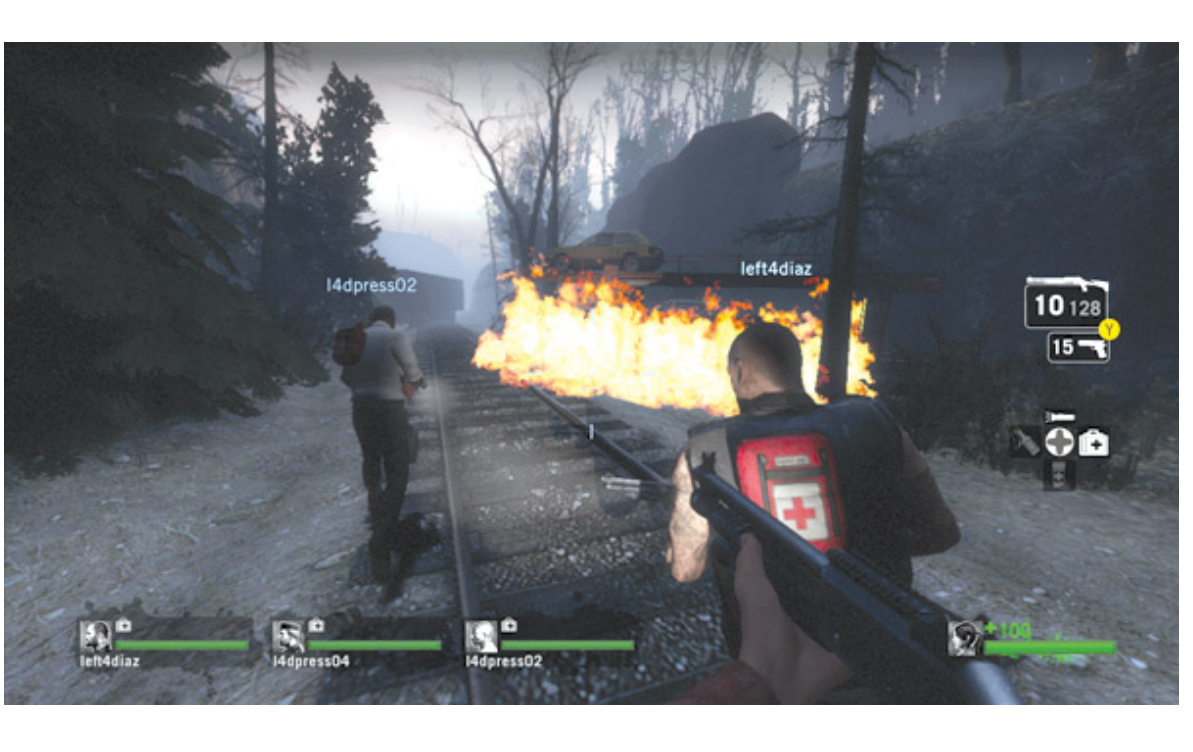


The Daughtery Farm is just down the tracks. However, it's impossible to know if the farm is still a military safe zone. Given the resistance your team has faced, even the military would have a tough time holding back the seemingly endless hordes of infected. But you can't stay in this caboose forever.

Search around the interior for supplies, grabbing first aid kits, ammo, and weapons. The usual balance of two assault rifles and two auto shotguns should suit your team well for the trek to the farm.

Most importantly, heal up before moving out. Speed is essential during the next advance, so ensure nobody hinders the team's progress with an injury.

Rail Line



Burst out of the caboose and race down the tracks straight ahead. The trees lining the sides of the tracks provide some decent cover and concealment for the infected, so expect to be flanked while advancing through this area.

Keep an eye on your teammates and be ready to respond if someone is pinned by a Hunter or ensnared by a Smoker. The derailed car loaded with automobiles on the right side of the track is a popular ambush point.

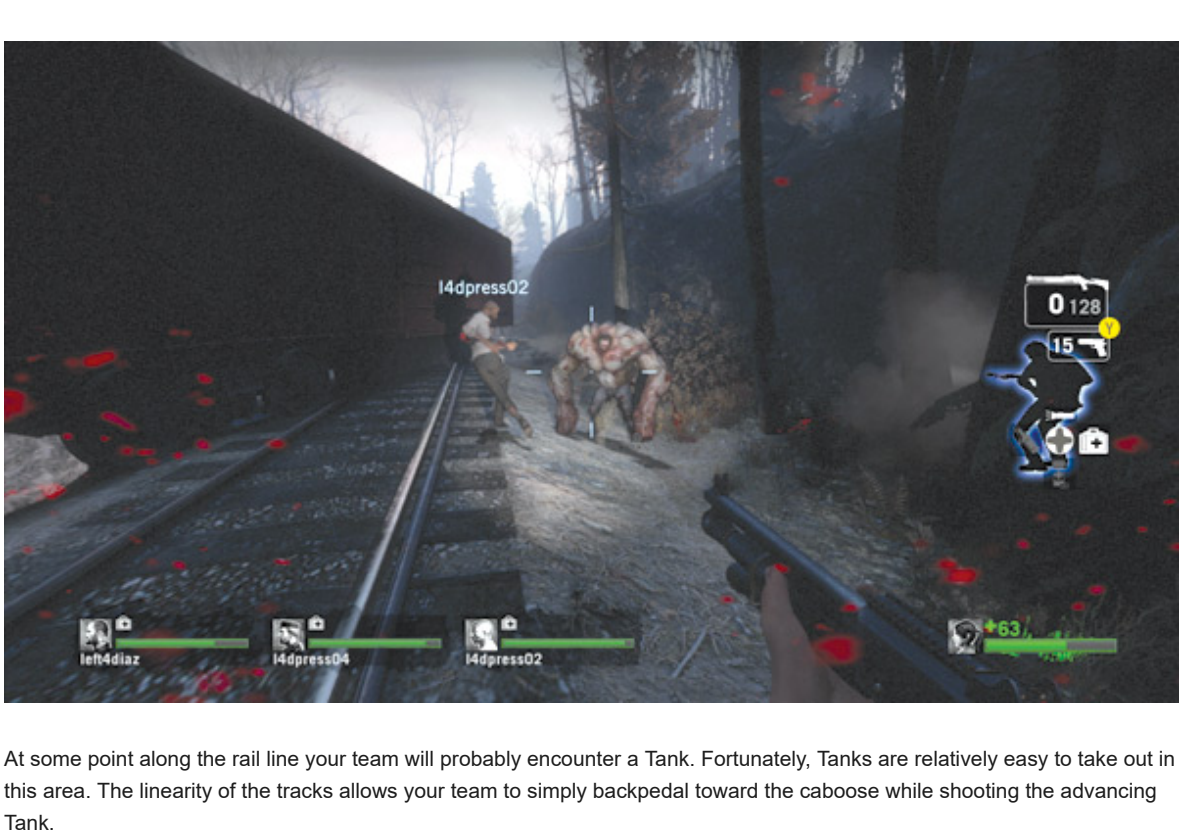
There is sometimes a propane tank or fuel can nearby. Shoot it to deter attacks as you pass.

Infected

There aren't too many hiding spots near the caboose safe house. But remember; the caboose's roof is accessible. A Boomer here can vomit on the survivors as they exit.

The train car filled with automobiles is another decent spot to get the jump on the survivors. Remain in ghost mode until the survivors pass this position, then spawn and attack them from behind.

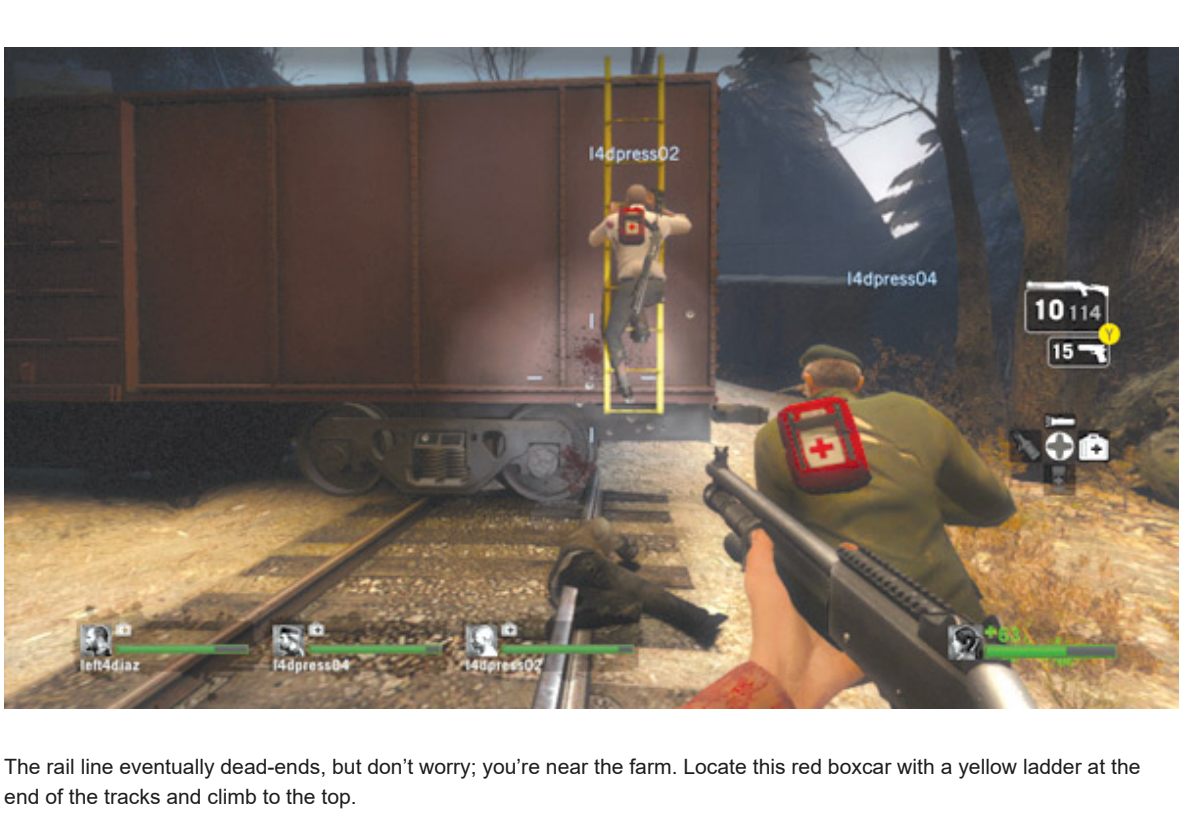
However, your best chance for attacking the survivors along the rail line is if your team is granted a Tank. Use the Tank to distract the survivors while everyone else on your team attacks.



At some point along the rail line your team will probably encounter a Tank. Fortunately, Tanks are relatively easy to take out in this area. The linearity of the tracks allows your team to simply backpedal toward the caboose while shooting the advancing Tank.

As long as you don't get cornered, you can outrun the Tank, staying just ahead of him, denying him the chance of melee attacks. But be prepared to sidestep rocks thrown in your direction.

However, while your team is focused on the Tank, the other infected may attempt to attack, so stay on your toes and be prepared to deal with simultaneous attacks.



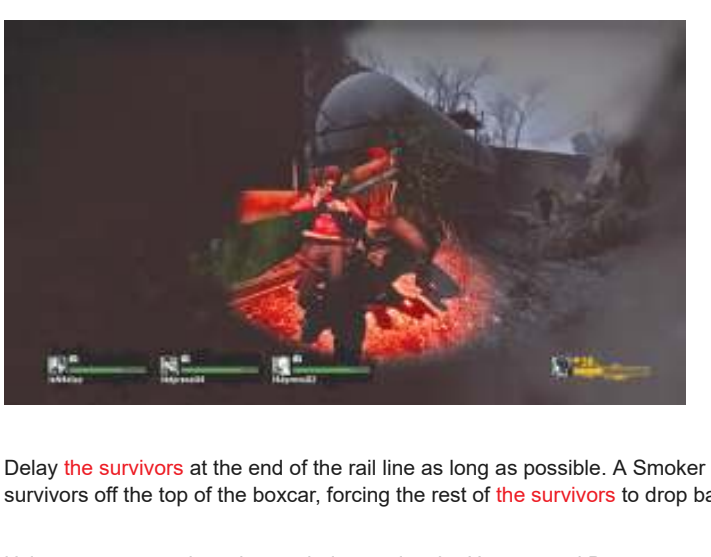
The rail line eventually dead-ends, but don't worry; you're near the farm. Locate this red boxcar with a yellow ladder at the end of the tracks and climb to the top.

From the top of the boxcar your team can access the elevated trail to the left—the trail leads directly to the farm. Stay on watch while climbing up the ladder.

Your team's momentum is slowed here, giving the infected a chance to attack. Avoid standing on top of the boxcar because you'll be vulnerable to attacks by Hunters and Smokers.

Make sure everyone gets to the top of the boxcar and onto the adjoining trail as quickly as possible.

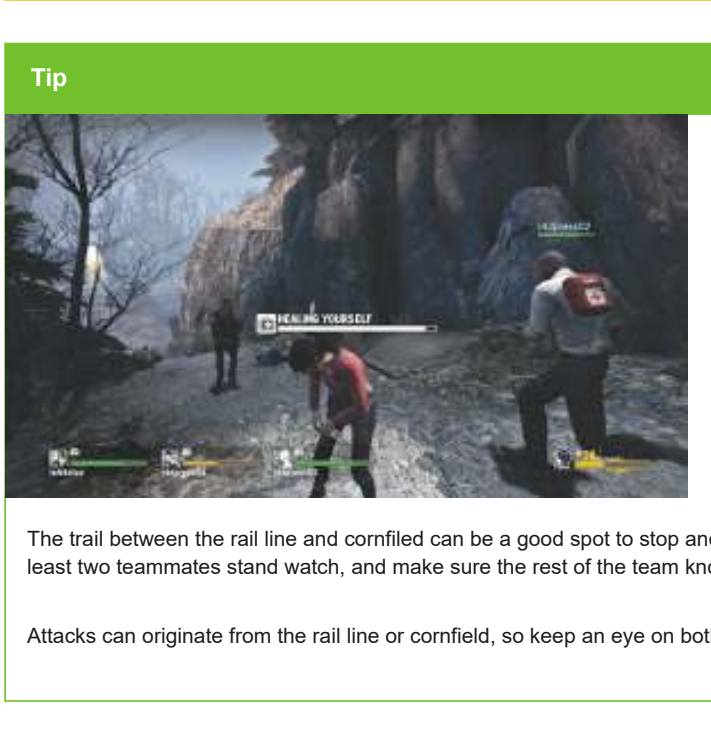
Infected



Delay the survivors at the end of the rail line as long as possible. A Smoker hiding in the distance can easily yank survivors off the top of the boxcar, forcing the rest of the survivors to drop back down to the rail line to respond.

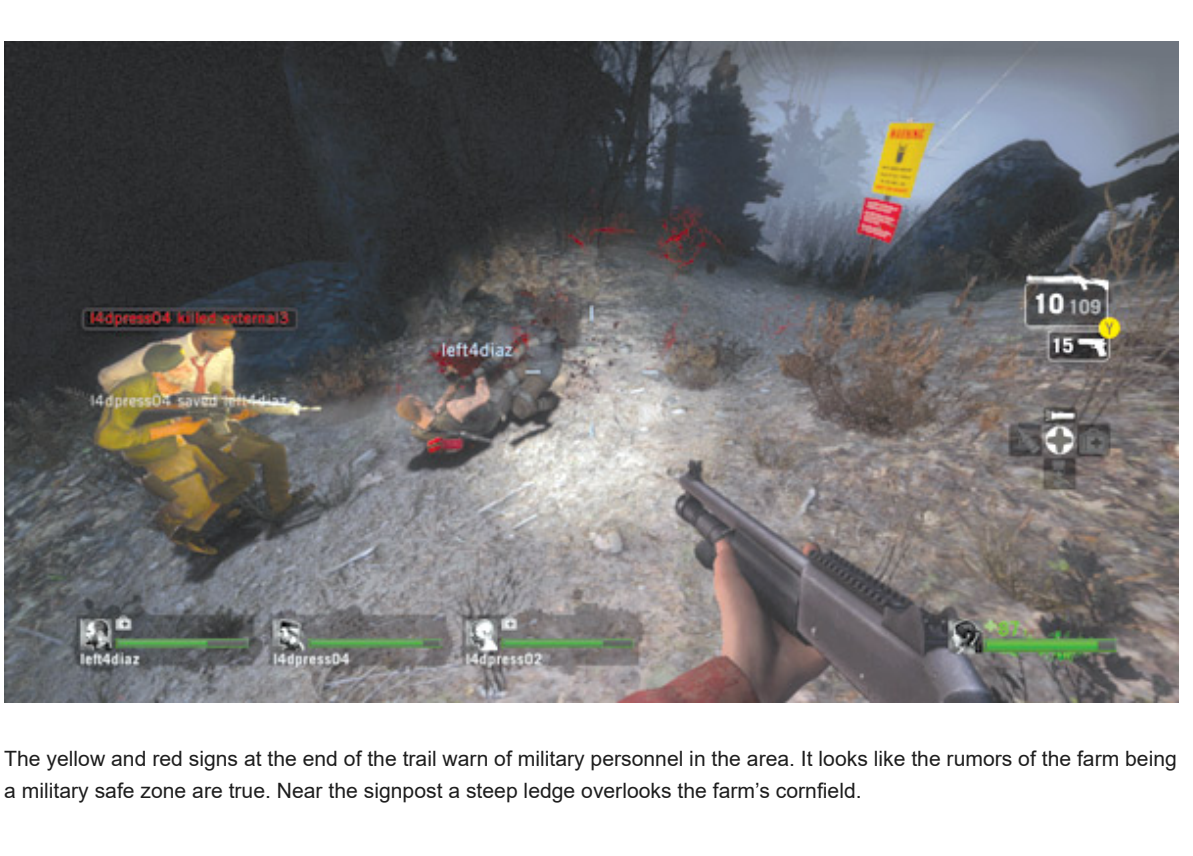
Using one ensnared survivor as bait can give the Hunters and Boomer on your team the chance to ambush the rescue party.

Tip



The trail between the rail line and cornfield can be a good spot to stop and heal up if necessary. However, make sure at least two teammates stand watch, and make sure the rest of the team know syou're healing.

Attacks can originate from the rail line or cornfield, so keep an eye on both ends of the trail.

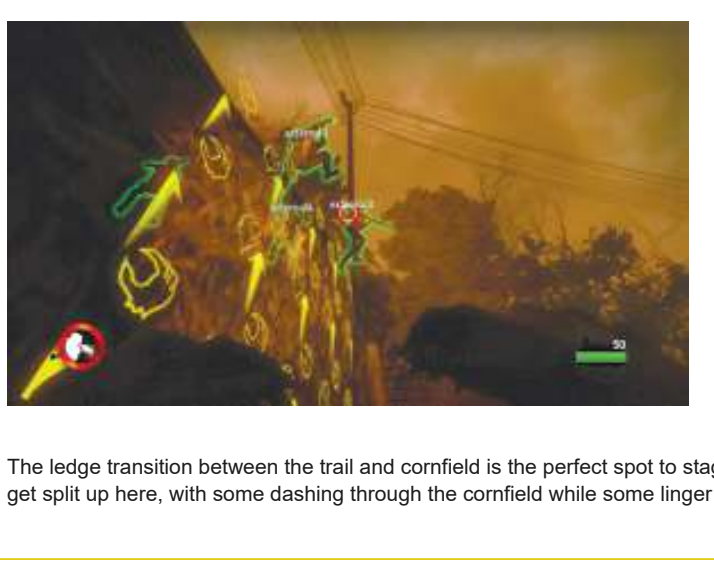


The yellow and red signs at the end of the trail warn of military personnel in the area. It looks like the rumors of the farm being a military safe zone are true. Near the signpost a steep ledge overlooks the farm's cornfield.

This is a critical elevation transition, so make sure your entire team is together before dropping off the ledge. Also, search the trees flanking the trail for Hunters or a Smoker.

If they manage to pin or ensnare one of your teammates here while everyone else has entered the cornfield, there's no way to climb back up the ledge to reach the trail. So make sure everyone drops off the ledge at the same time to avoid leaving stragglers behind.

Infected



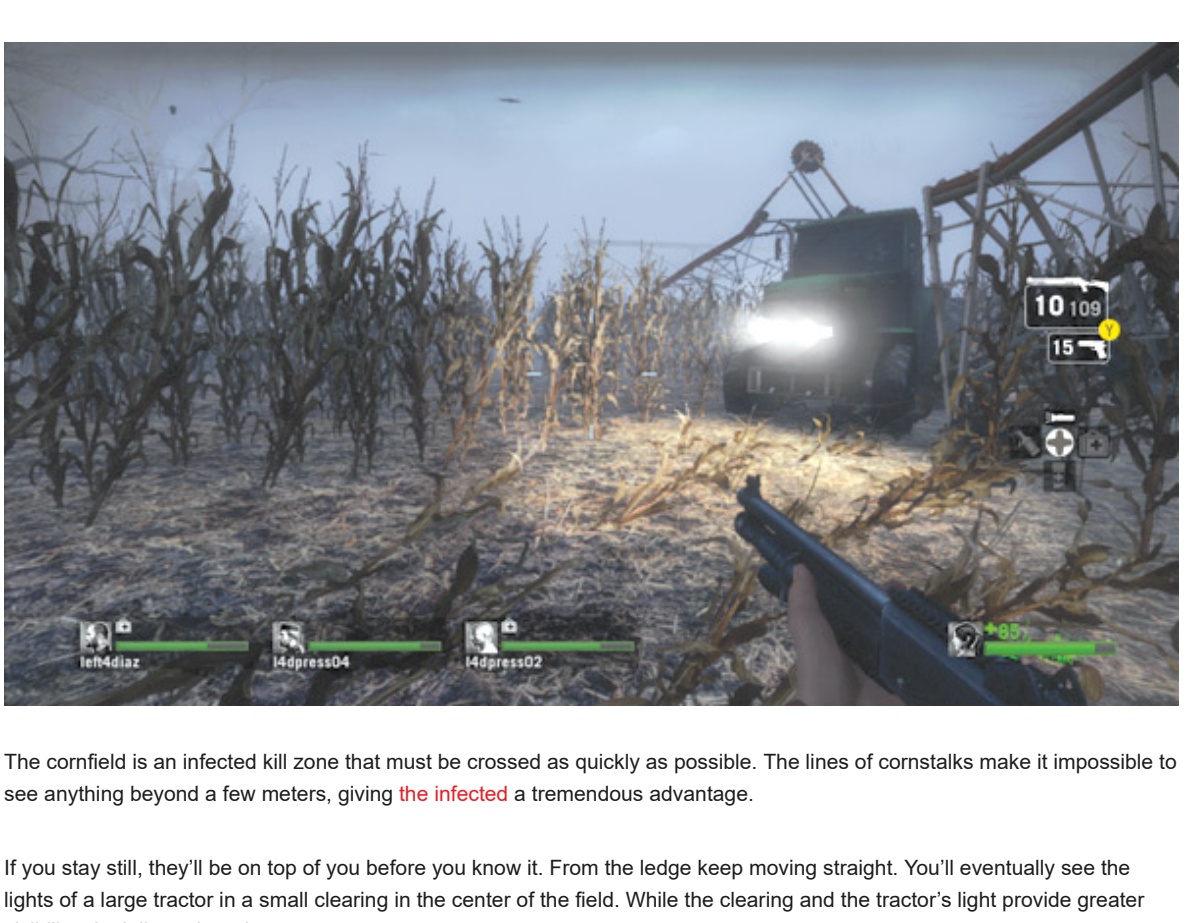
The ledge transition between the trail and cornfield is the perfect spot to stage an ambush. Unorganized survivors often get split up here, with some dashing through the cornfield while some linger on the trail.

Position your team's Hunters and Smoker on the trail and use them to pick off any stragglers. The Boomer should hide at the bottom of the ledge and spray the survivors with vomit as they hop down into the cornfield.

Triggering a swarm attack in the cornfield is a great way to cause massive chaos and restrict the survivors' mobility. Given the limited visibility in the cornfield, the common infected are very effective at getting up close and surrounding the survivors.

During the panic the survivors will probably shoot each other while trying to defeat the swarm. Even if your team manages to kill only one survivor here, it will greatly increase your chances of finishing them off during the finale.

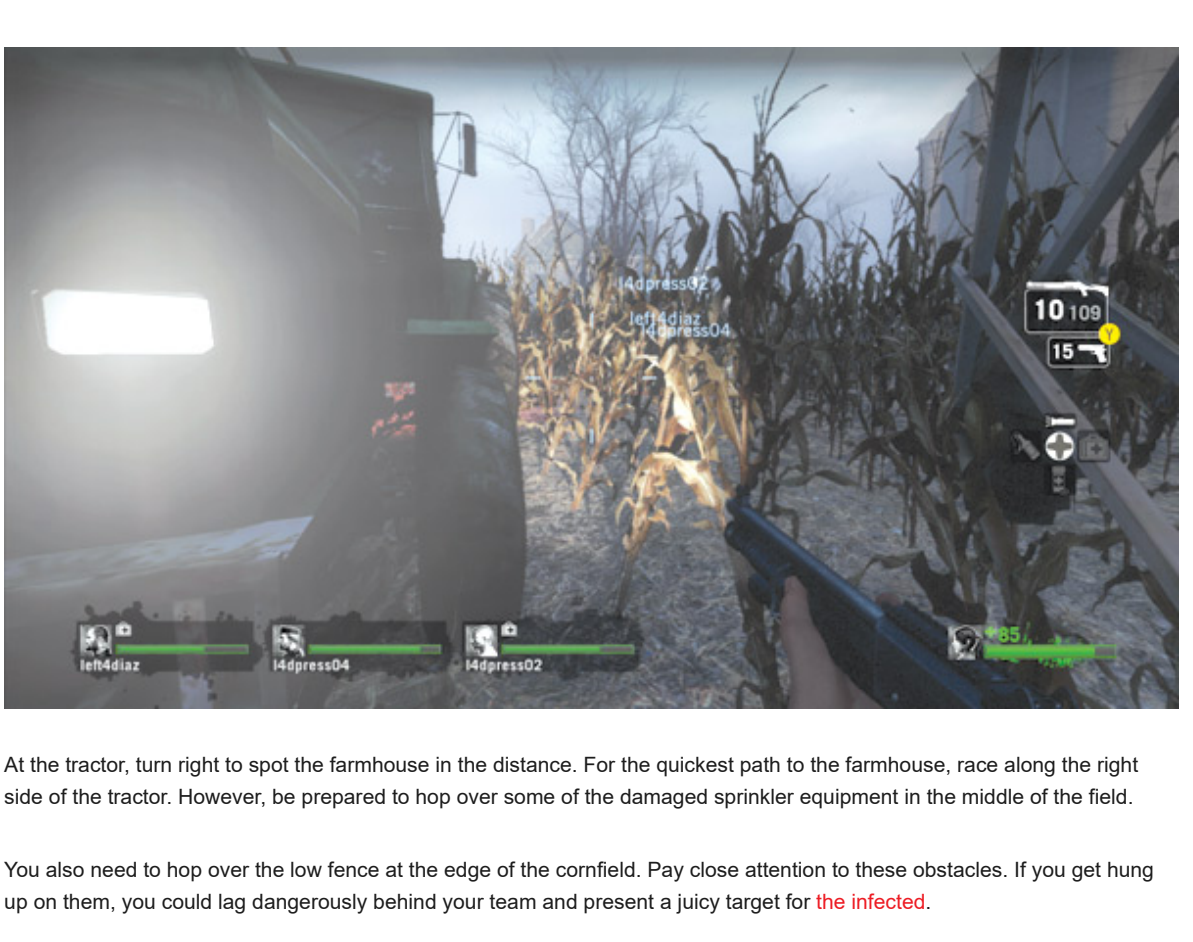
Cornfield



The cornfield is an infected kill zone that must be crossed as quickly as possible. The lines of cornstalks make it impossible to see anything beyond a few meters, giving the infected a tremendous advantage.

If you stay still, they'll be on top of you before you know it. From the ledge keep moving straight. You'll eventually see the lights of a large tractor in a small clearing in the center of the field. While the clearing and the tractor's light provide greater visibility, don't linger here long.

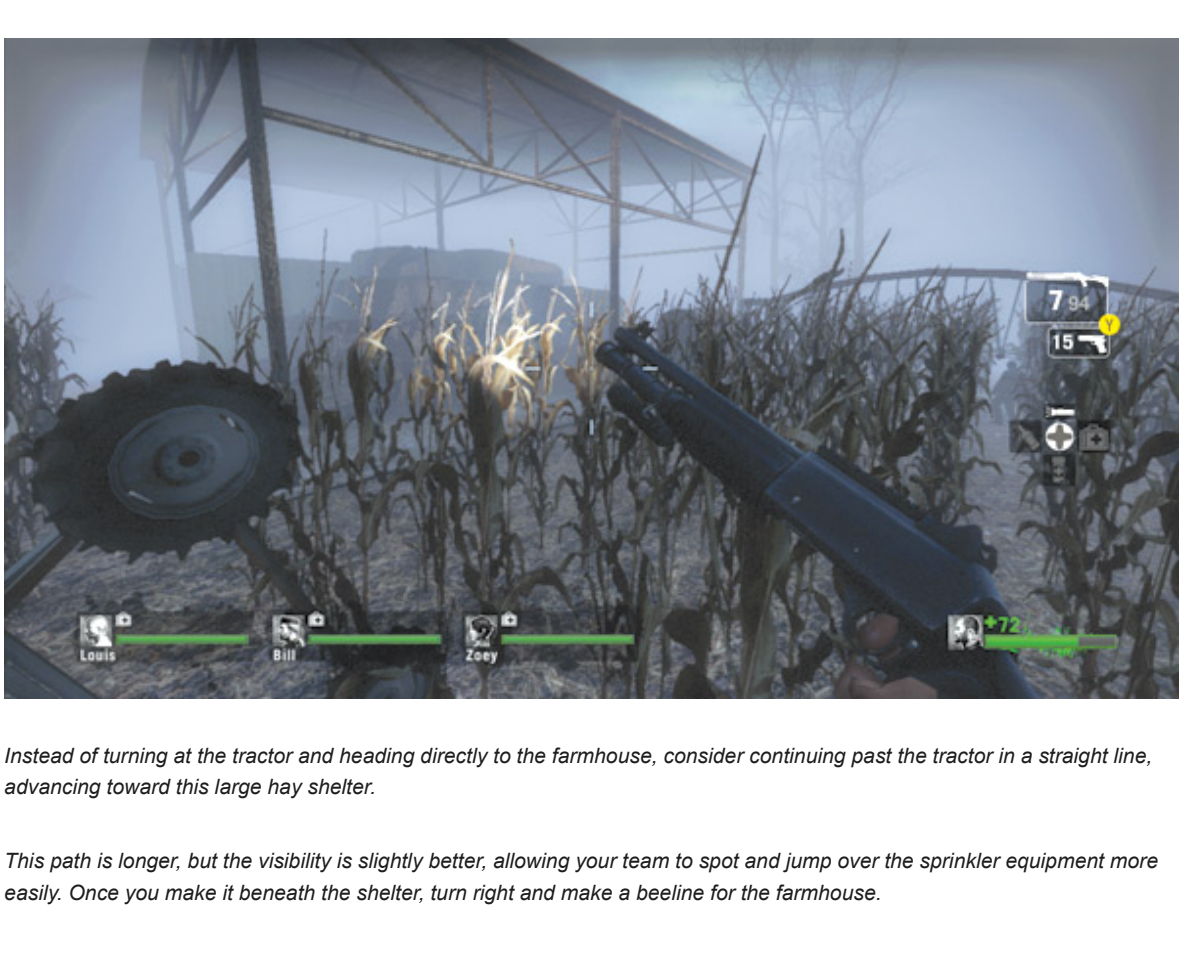
However, if you're under attack by a swarm, try to make your stand here.



At the tractor, turn right to spot the farmhouse in the distance. For the quickest path to the farmhouse, race along the right side of the tractor. However, be prepared to hop over some of the damaged sprinkler equipment in the middle of the field.

You also need to hop over the low fence at the edge of the cornfield. Pay close attention to these obstacles. If you get hung up on them, you could lag dangerously behind your team and present a juicy target for the infected.

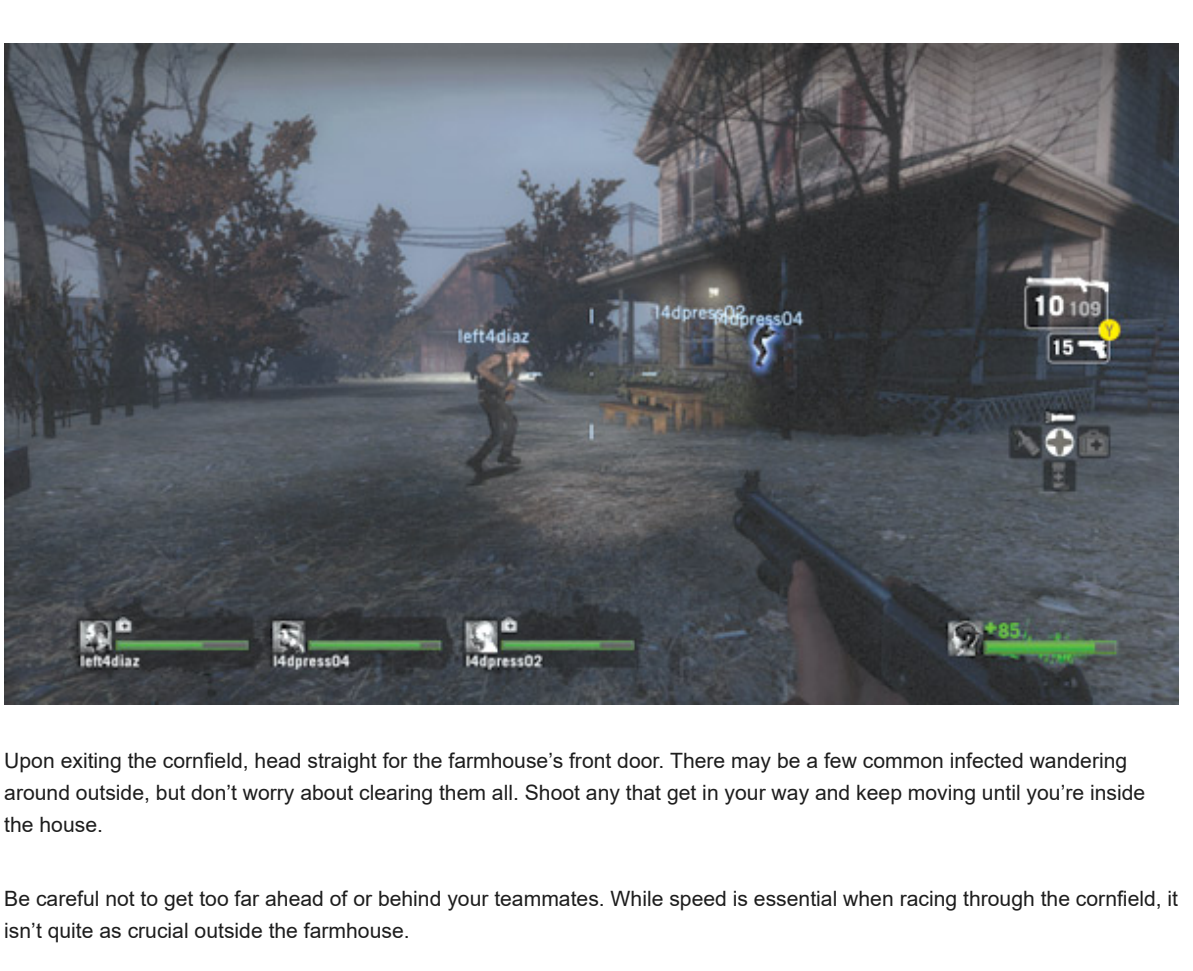
Alternative Path: Hay Shelter



Instead of turning at the tractor and heading directly to the farmhouse, consider continuing past the tractor in a straight line, advancing toward this large hay shelter.

This path is longer, but the visibility is slightly better, allowing your team to spot and jump over the sprinkler equipment more easily. Once you make it beneath the shelter, turn right and make a beeline for the farmhouse.

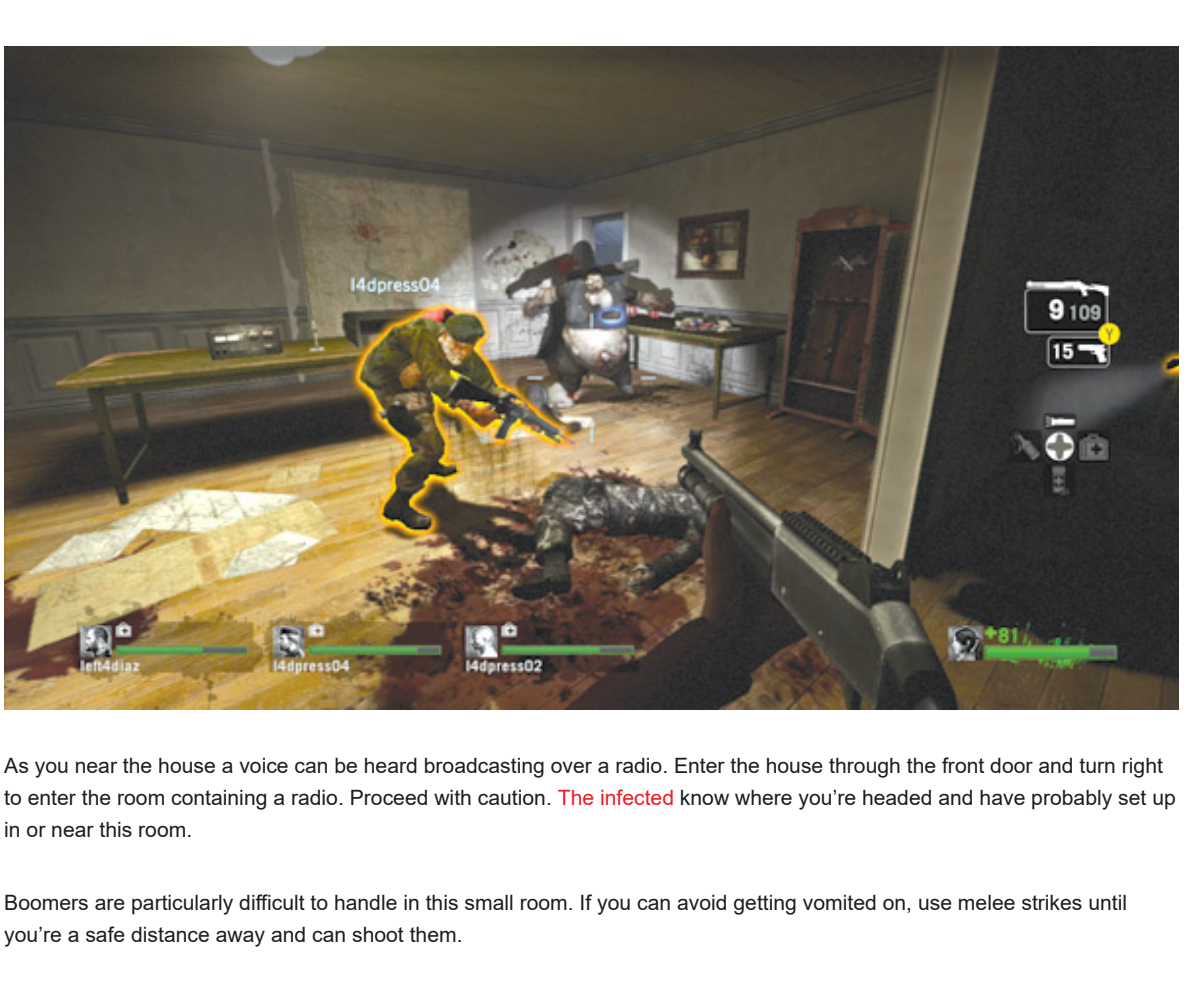
Farmhouse



Upon exiting the cornfield, head straight for the farmhouse's front door. There may be a few common infected wandering around outside, but don't worry about clearing them all. Shoot any that get in your way and keep moving until you're inside the house.

Be careful not to get too far ahead of or behind your teammates. While speed is essential when racing through the cornfield, it isn't quite as crucial outside the farmhouse.

If necessary, hold outside the farmhouse and wait for teammates to catch up before entering.



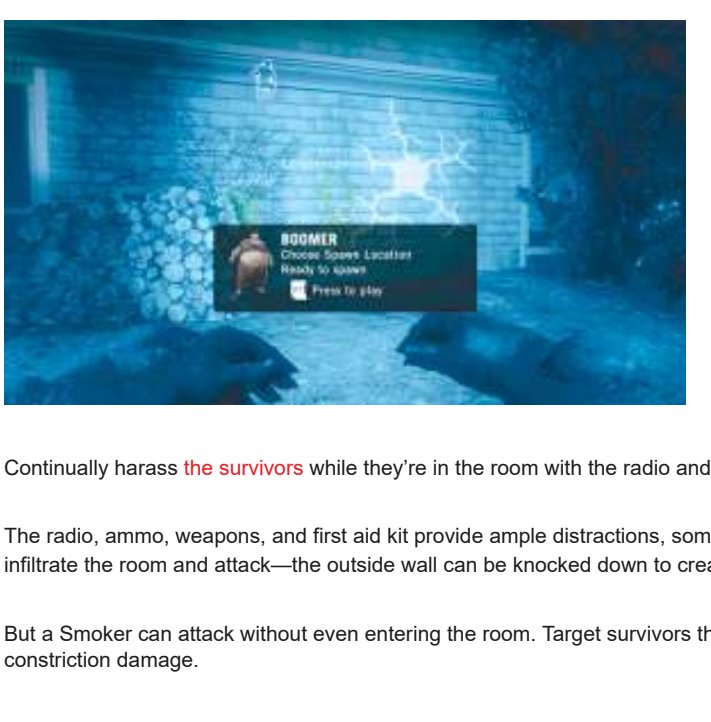
As you near the house a voice can be heard broadcasting over a radio. Enter the house through the front door and turn right to enter the room containing a radio. Proceed with caution. The infected know where you're headed and have probably set up in or near this room.

Boomers are particularly difficult to handle in this small room. If you can avoid getting vomited on, use melee strikes until you're a safe distance away and can shoot them.

Besides providing likely encounters with the infected, the room contains ammo, first aid kits, and weapon upgrades. The radio on the table repeats the same message, prompting survivors to respond.

Once the room is clear, interact with the radio to contact the military. They're surprised to hear from you. The voice on the other end advises your team to prepare for evacuation—you're to radio back when you're ready for extraction.

Infected



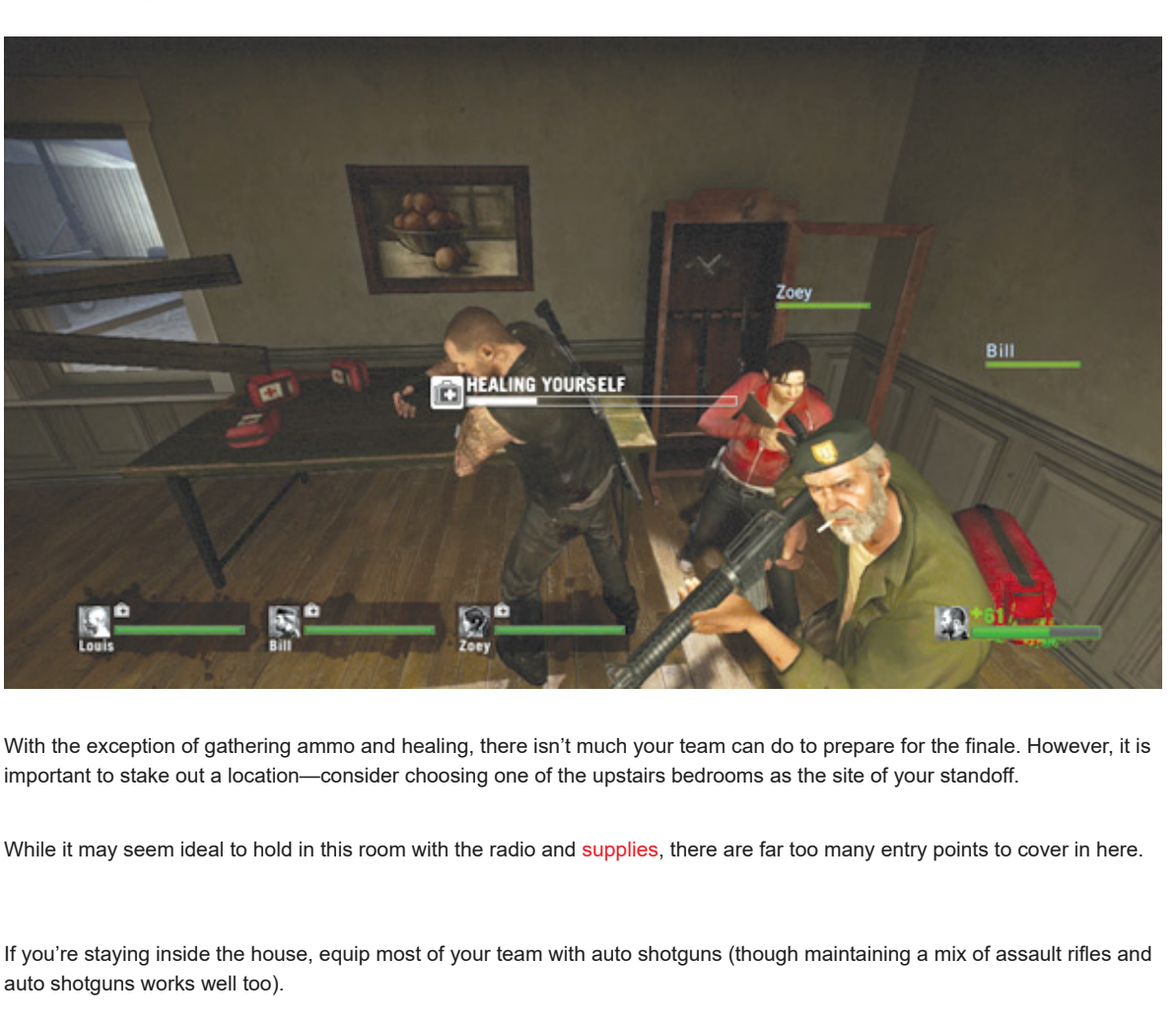
Continually harass the survivors while they're in the room with the radio and supplies.

The radio, ammo, weapons, and first aid kit provide ample distractions, sometimes allowing Boomers and Hunters to infiltrate the room and attack—the outside wall can be knocked down to create a new entrance.

But a Smoker can attack without even entering the room. Target survivors through the boarded up windows to inflict constriction damage.

Harming the survivors before the finale even begins can pay off later.

Finale Preparation



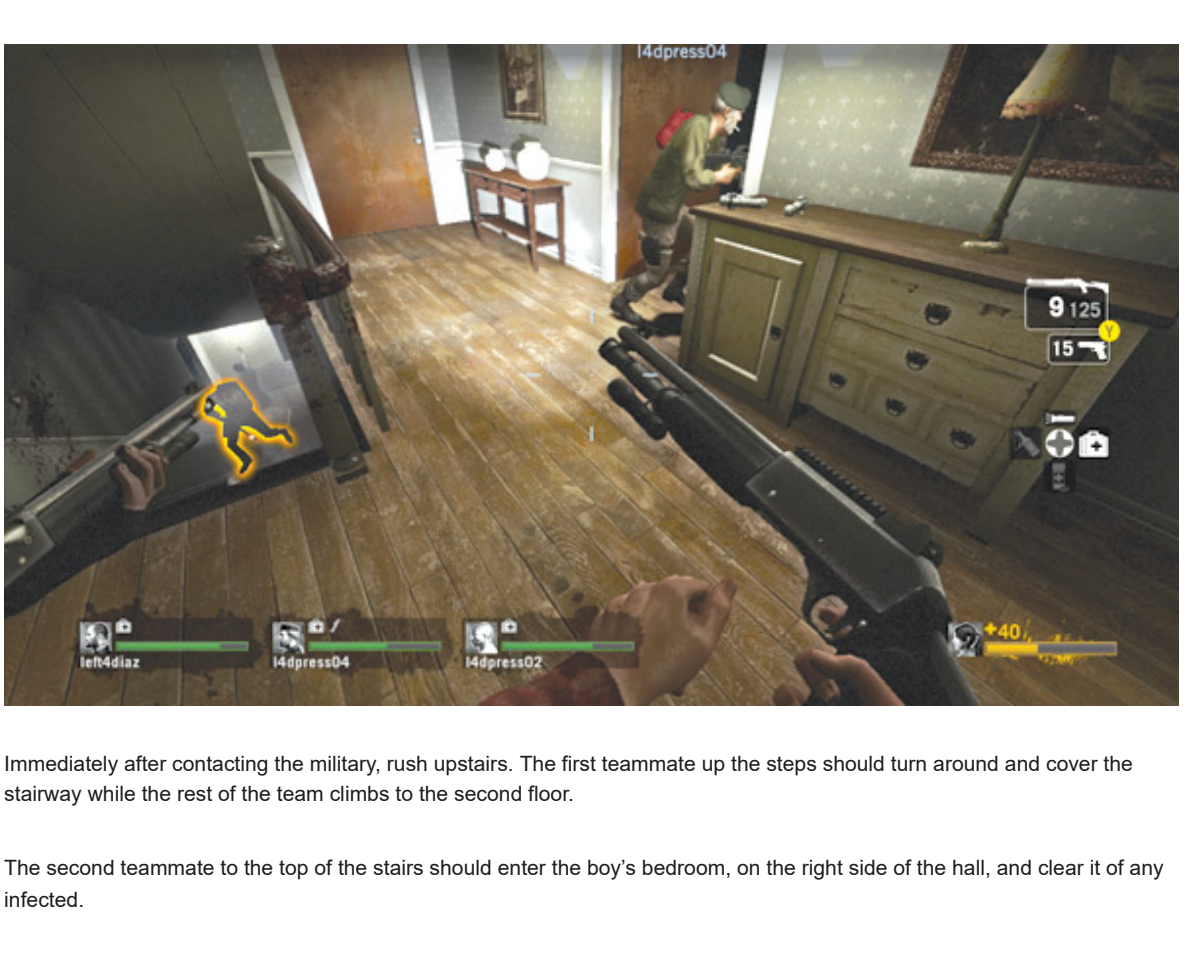
With the exception of gathering ammo and healing, there isn't much your team can do to prepare for the finale. However, it is important to stake out a location—consider choosing one of the upstairs bedrooms as the site of your standoff.

While it may seem ideal to hold in this room with the radio and supplies, there are far too many entry points to cover in here.

If you're staying inside the house, equip most of your team with auto shotguns (though maintaining a mix of assault rifles and auto shotguns works well too).

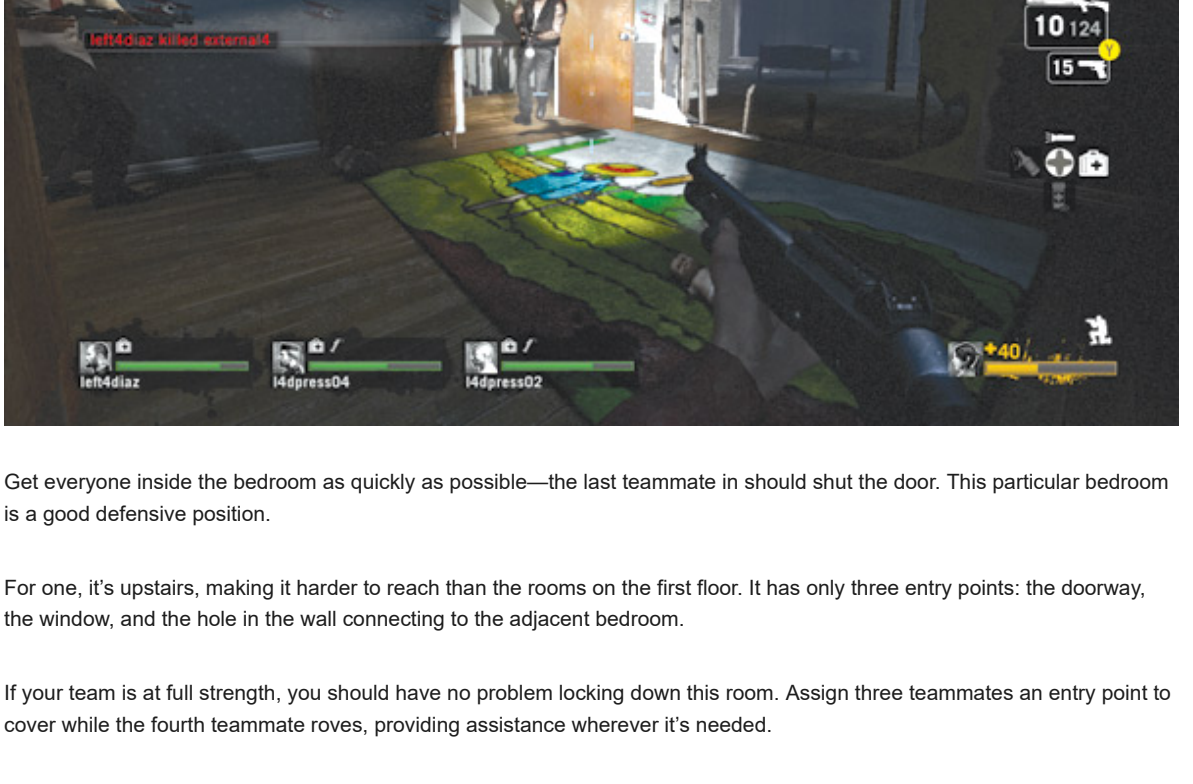
When you're stocked up on ammo, weapons, and first aid kits, interact with the radio to tell the military you're ready for pickup. They won't arrive for a few minutes, so your team will have to hold out until then.

Finale



Immediately after contacting the military, rush upstairs. The first teammate up the steps should turn around and cover the stairway while the rest of the team climbs to the second floor.

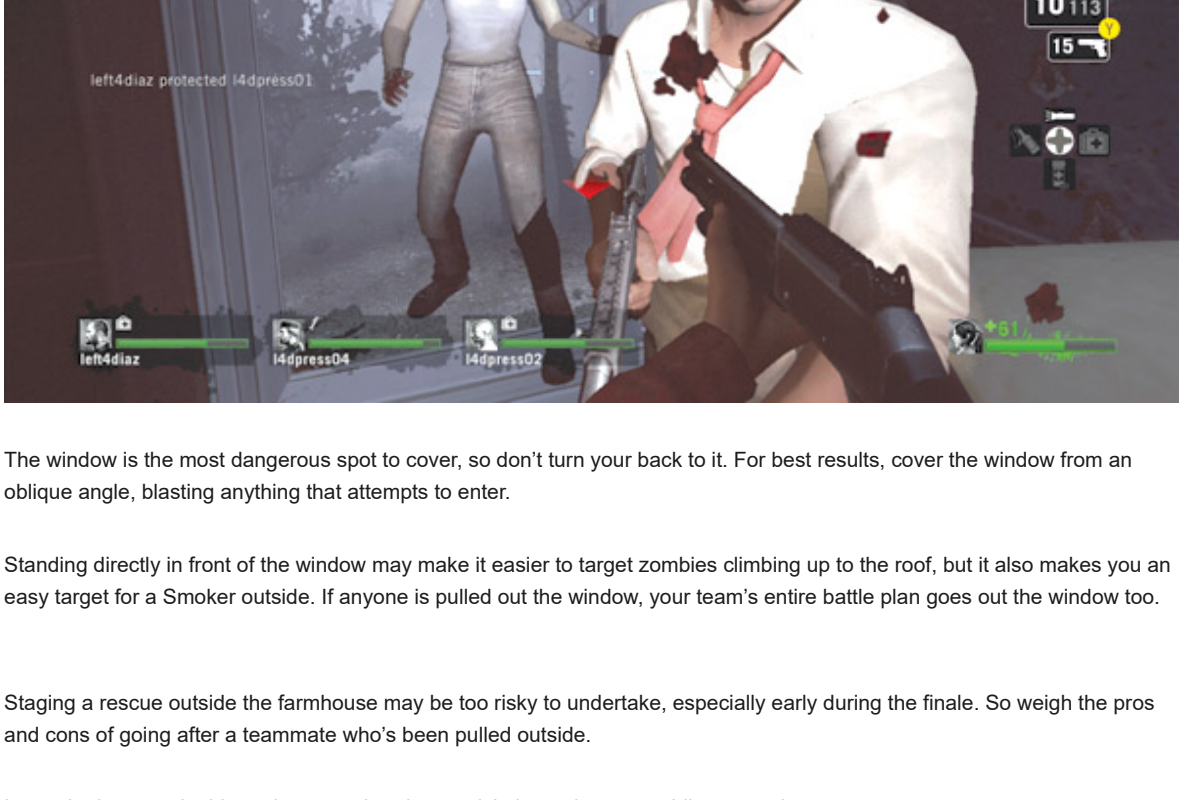
The second teammate to the top of the stairs should enter the boy's bedroom, on the right side of the hall, and clear it of any infected.



Get everyone inside the bedroom as quickly as possible—the last teammate in should shut the door. This particular bedroom is a good defensive position.

For one, it's upstairs, making it harder to reach than the rooms on the first floor. It has only three entry points: the doorway, the window, and the hole in the wall connecting to the adjacent bedroom.

If your team is at full strength, you should have no problem locking down this room. Assign three teammates an entry point to cover while the fourth teammate roves, providing assistance wherever it's needed.



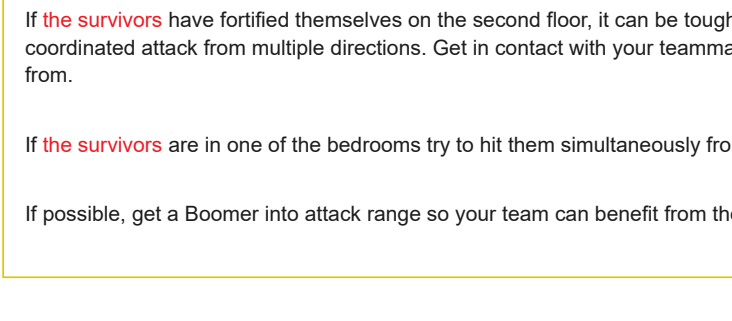
The window is the most dangerous spot to cover, so don't turn your back to it. For best results, cover the window from an oblique angle, blasting anything that attempts to enter.

Standing directly in front of the window may make it easier to target zombies climbing up to the roof, but it also makes you an easy target for a Smoker outside. If anyone is pulled out the window, your team's entire battle plan goes out the window too.

Staging a rescue outside the farmhouse may be too risky to undertake, especially early during the finale. So weigh the pros and cons of going after a teammate who's been pulled outside.

It may be better to let him or her go rather than to risk the entire team while attempting a rescue.

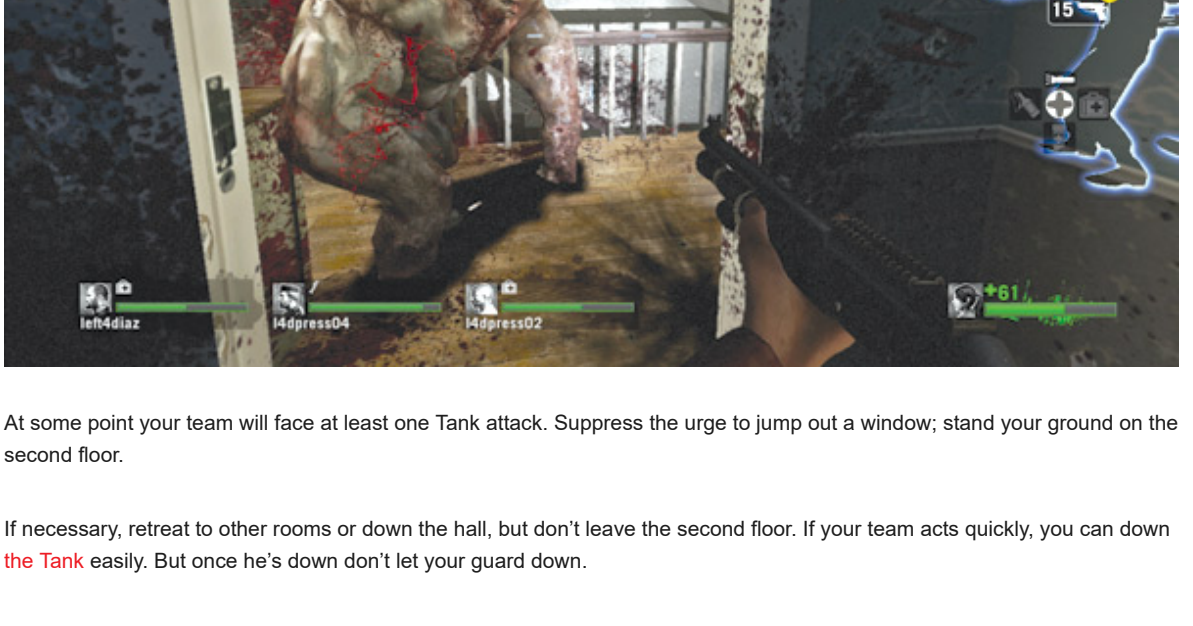
Infected



If the survivors have fortified themselves on the second floor, it can be tough to get to them. Your best chance is a coordinated attack from multiple directions. Get in contact with your teammates and tell them where you plan to attack from.

If the survivors are in one of the bedrooms try to hit them simultaneously from the doorways and windows.

If possible, get a Boomer into attack range so your team can benefit from the subsequent swarm attack.

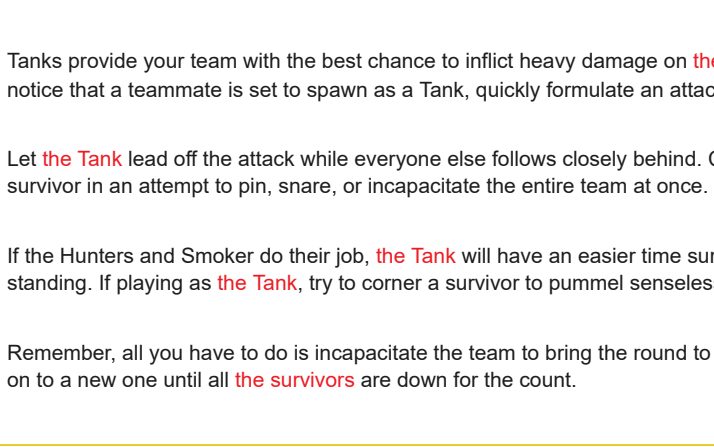


At some point your team will face at least one Tank attack. Suppress the urge to jump out a window; stand your ground on the second floor.

If necessary, retreat to other rooms or down the hall, but don't leave the second floor. If your team acts quickly, you can down the Tank easily. But once he's down don't let your guard down.

Tank attacks are usually followed or accompanied by other infected bosses attempting to rush your team. So be ready to confront these attacks and return to the boy's bedroom to resume your defense.

Infected

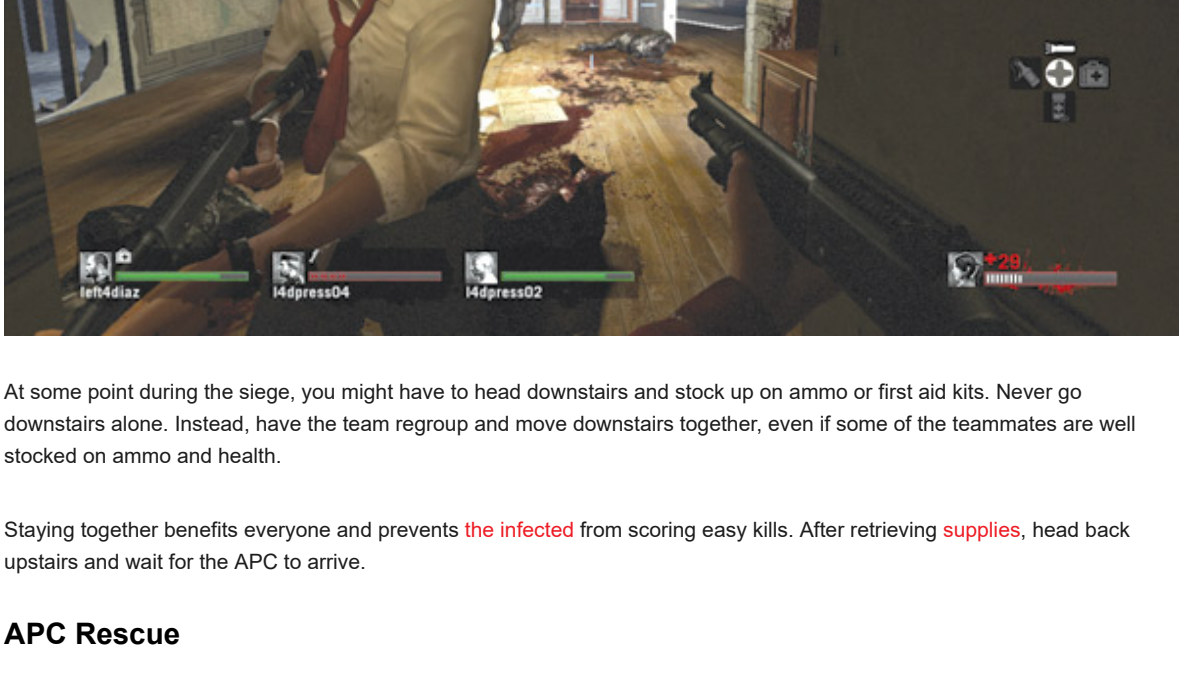


Tanks provide your team with the best chance to inflict heavy damage on the survivors. When you get the on-screen notice that a teammate is set to spawn as a Tank, quickly formulate an attack plan.

Let the Tank lead off the attack while everyone else follows closely behind. Call out targets and go after a separate survivor in an attempt to pin, snare, or incapacitate the entire team at once.

If the Hunters and Smoker do their job, the Tank will have an easier time surviving and attacking anyone who's still standing. If playing as the Tank, try to corner a survivor to pummel senseless.

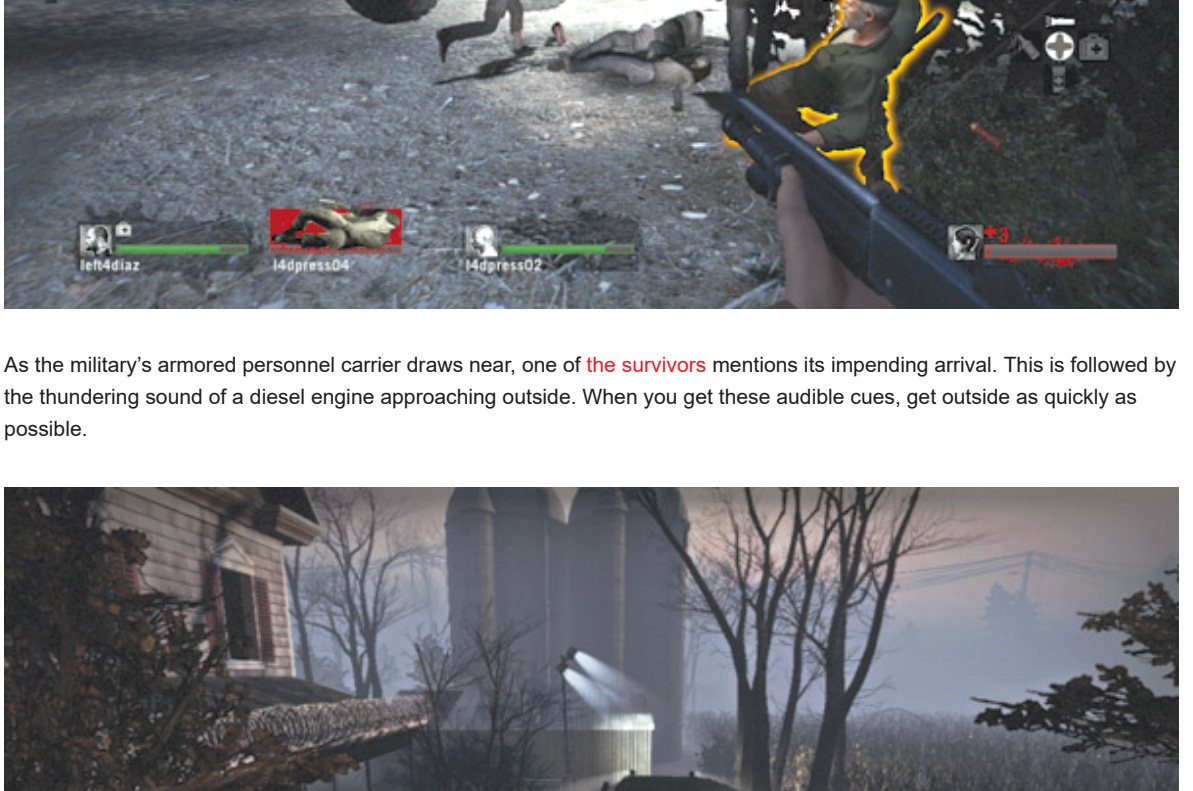
Remember, all you have to do is incapacitate the team to bring the round to an end. So after downing one target, move on to a new one until all the survivors are down for the count.



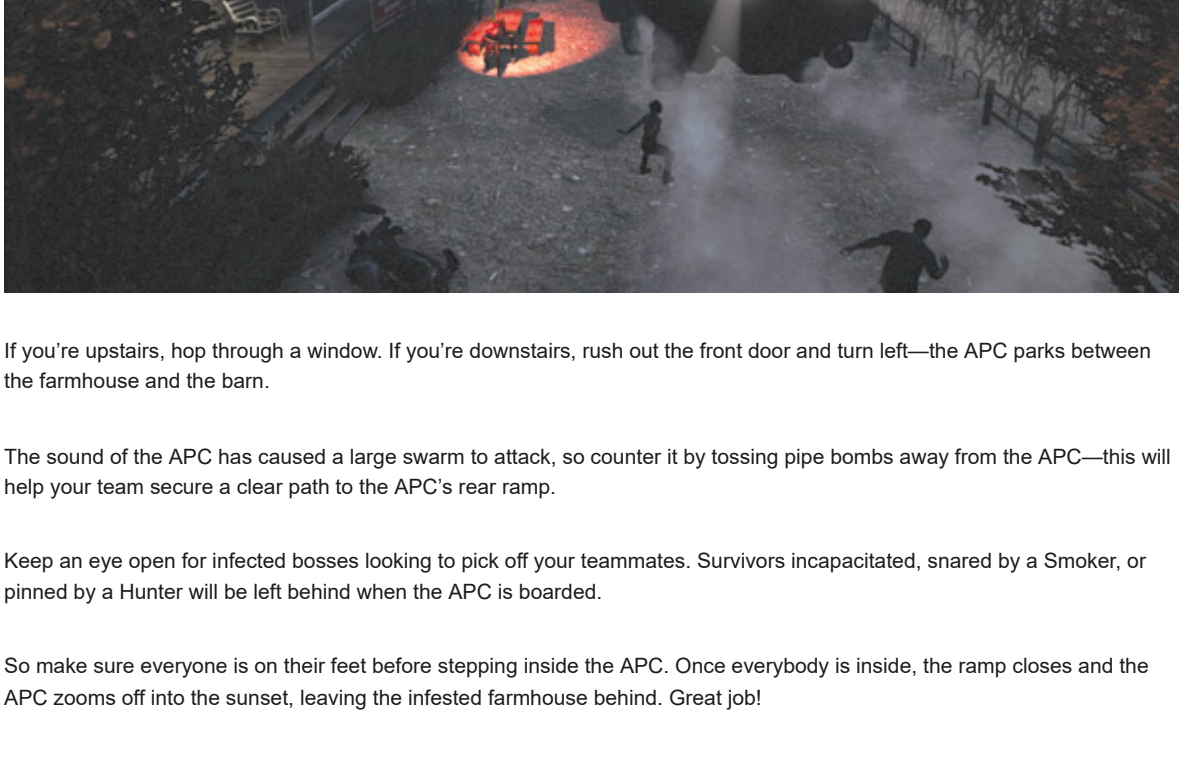
At some point during the siege, you might have to head downstairs and stock up on ammo or first aid kits. Never go downstairs alone. Instead, have the team regroup and move downstairs together, even if some of the teammates are well stocked on ammo and health.

Staying together benefits everyone and prevents the infected from scoring easy kills. After retrieving supplies, head back upstairs and wait for the APC to arrive.

APC Rescue



As the military's armored personnel carrier draws near, one of the survivors mentions its impending arrival. This is followed by the thundering sound of a diesel engine approaching outside. When you get these audible cues, get outside as quickly as possible.



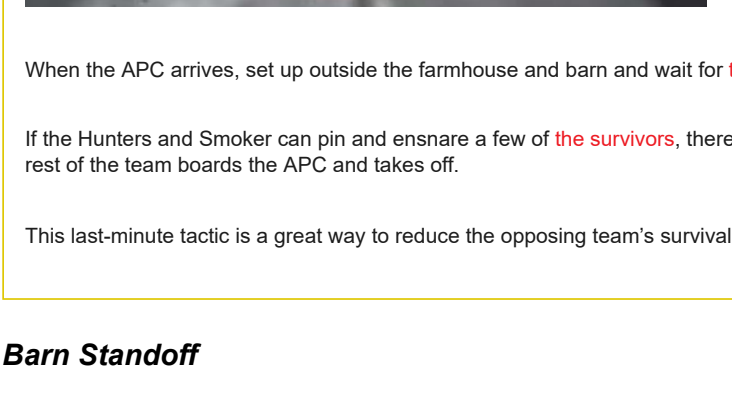
If you're upstairs, hop through a window. If you're downstairs, rush out the front door and turn left—the APC parks between the farmhouse and the barn.

The sound of the APC has caused a large swarm to attack, so counter it by tossing pipe bombs away from the APC—this will help your team secure a clear path to the APC's rear ramp.

Keep an eye open for infected bosses looking to pick off your teammates. Survivors incapacitated, snared by a Smoker, or pinned by a Hunter will be left behind when the APC is boarded.

So make sure everyone is on their feet before stepping inside the APC. Once everybody is inside, the ramp closes and the APC zooms off into the sunset, leaving the infested farmhouse behind. Great job!

Infected

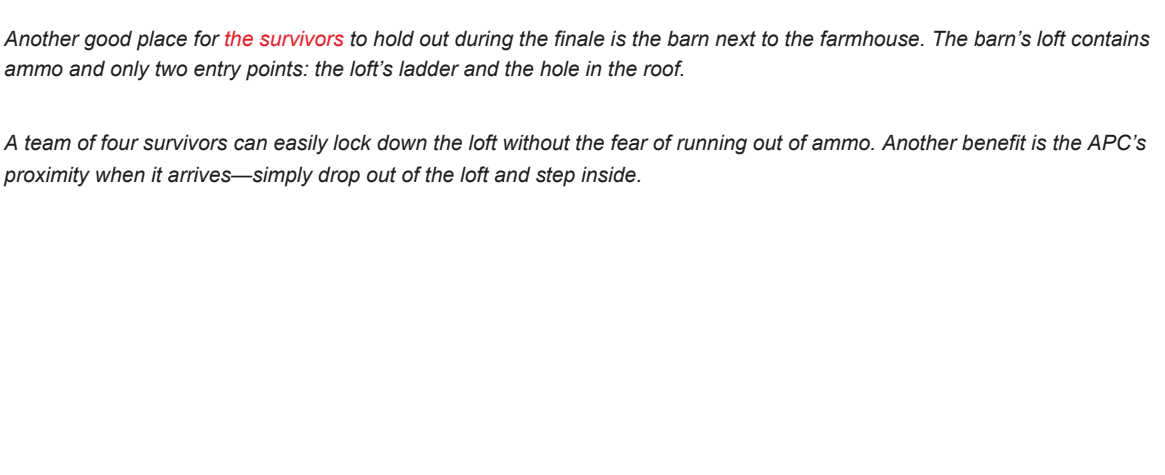


When the APC arrives, set up outside the farmhouse and barn and wait for the survivors to exit.

If the Hunters and Smoker can pin and ensnare a few of the survivors, there's a good chance they'll be left behind as the rest of the team boards the APC and takes off.

This last-minute tactic is a great way to reduce the opposing team's survival multiplier when the final score is tabulated.

Barn Standoff



Another good place for the survivors to hold out during the finale is the barn next to the farmhouse. The barn's loft contains ammo and only two entry points: the loft's ladder and the hole in the roof.

A team of four survivors can easily lock down the loft without the fear of running out of ammo. Another benefit is the APC's proximity when it arrives—simply drop out of the loft and step inside.